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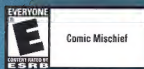
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#94

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36 HERE'S TO THE LOSERS

Finally a forum for all the offensive linemen of the gaming world. Games that never got their fair shake get the spotlight as Game Informer reveals the best games you've never heard of. Dig out that old console, and get ready to fall in love all over again.

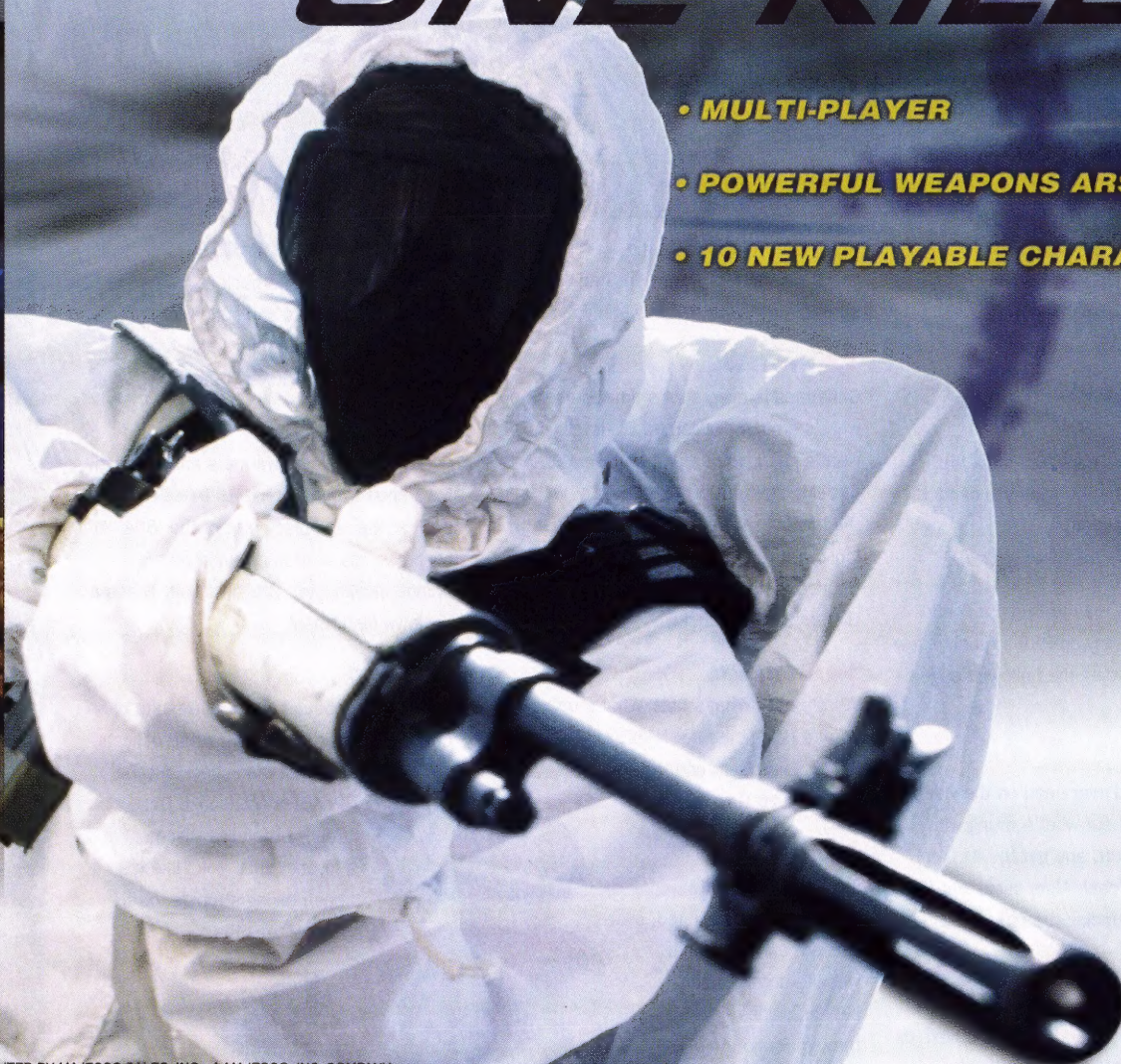
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The code-crackers are back at it again as GI slaves to unveil tips and codes for Dynasty Warriors 2, WWF No Mercy, and Tomb Raider Chronicles, among others.

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Put on your pink leg warmers and get ready for a blast from the past. GI takes a look back at the laserdisc craze of the '80s. We even give you a strategy guide on the arcade blockbuster, Dragon's Lair. That's a heckuva deal, then!

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Sour grapes abound when the results of an Am I Hot Or Not experiment ruffle delicate feathers. We also check out the Princess Mononoke DVD, a really expensive Discman, and a joystick that looks like it's been taking steroids for six months.



ONI

PlayStation 2

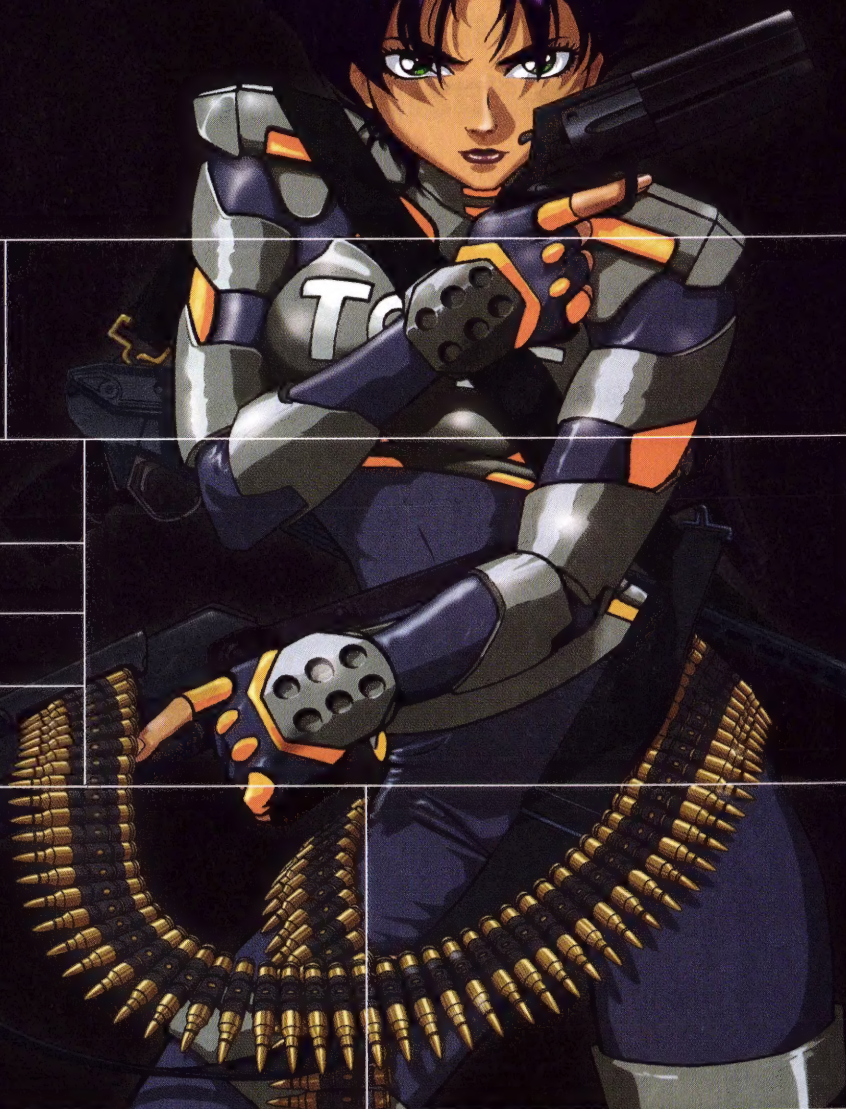
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Animated Violence



EDITORS' FORUM

BE MY VALENTINE



Ahhh...February. Talk about an unexciting month, and every year it's the same thing. All the publishers blow their wad to get a bunch of games out for Christmas, then we get a batch of could-have-beens in February. Luckily, there is light at the end of the tunnel as March brings a slew of incredible games to play.

Unfortunately for the other systems, most of them will be on PlayStation 2 – which you should actually be able to buy sometime in March. Its blockbuster lineup will include Zone of the Enders (complete with MGS 2 demo), Star Wars Starfighter, Gran Turismo 3, and Onimusha: Warlords. Dreamcast owners will get a nice little

present with 18 Wheeler: America Pro Trucker, as will N64 owners with Conker's Bad Fur Day. PC players, on the other hand, will just have to hope that Lionhead Studios manages to sneak Black & White in; otherwise, there may not be a whole lot of blockbuster action going on (guess that means you'll have to play more EverQuest).

In the meantime, looks like you'll just have to enjoy the issue, ponder the Xbox, argue over which system is best, contemplate if Nintendo's Gamecube will come out on time, and work on finding a way to fit more gaming into your day. This is just the beginning of what should be the best year video games has ever seen.

Andy McNamara
Editor
andy@gameinformer.com

PAUL, THE GAME PROFESSOR

paul@gameinformer.com

While I somewhat expected it, the news of EA signing on to do Xbox development is pretty big. I could really care less about EA's Harry Potter game or Bond title for Xbox, but I anticipate the sports titles will sell a lot of systems for Microsoft. However, I want to take this opportunity to publicly declare that if EA Sports tries to pass some slightly "enhanced" PS2 or PC game off to me as an Xbox game, the maximum I'll score it is a 6. While I'm on the subject of telling sports developers a thing or two, I must put a shout out to 989 Sports. I think you guys should have skipped this PS2 season altogether and focused on some quality product.

REINER, THE RAGING GAMER

reiner@gameinformer.com

An inside source at Square Soft told me that we won't be seeing any new PlayStation 2 product until Final Fantasy X. However, they also said that Square won't be empty handed through 2001. So what else could Square be working on? Obviously, since a deal hasn't been inked with Nintendo or Microsoft, the product must be for PlayStation. From what I hear, a classic revival of Chrono Trigger is on the way, complete with new animated sequences. Also noteworthy, the Xenogears and SaGa Frontier teams haven't released anything recently. I can't wait for Square's announcement. Let's hope Vagrant Story II is in the mix!

MATT, THE ORIGINAL GAMER

matt@gameinformer.com

I'd like to take this opportunity to send a great big, fat, supafly shout-out to the gang down at Funcoland in Richfield, MN for tracking down an ultra-rare copy of Panzer Dragoon Saga, which allowed me to finally finish my feature this month. So to my main man Rick Letson and that other dude with the funky glasses who was talking about Leonard Peltier – PEACE! I'd also like to send out a greasy, grimy "suck it!" to former GI editors who "borrow" games from our library and don't return them – that means you Video Ranger and Game Casanova!! I hope Santa gave you a turd in your stockings.

ERIK, THE PC JEDI

erik@gameinformer.com

I'm really looking forward to this new RPG that's coming out. I can't remember what it's called, but it stars a disgruntled young man who must come to terms with his bitter past before he can save the world. He uses this really unusual looking weapon in combat. I can't remember what it's called but it really had me going when that young woman, who is also the love interest, almost died. Apparently in the middle of the game, the plot throws a real humdinger and it turns out that the villain of the game isn't actually your ultimate enemy, but rather a symptom of the real malady that threatens the world. Amazing!

JAY, THE GONZO GAMER

jay@gameinformer.com

People often wonder how tight-knit a group the GI staff is. As a point of reference for all you readers out there, consider this – I know everyone here so well, I can tell who was in the bathroom before me by scent alone. Andy's is a light odor with a far-wafting range, while Erik leaves behind a jumble of scents that scrambles the brain. Matt has a fragrance not unlike pungent fruit. Paul is just flat-out rancid. Kristian's, for some reason, reminds me of Canada. Reiner stinks like grandpa. And me? Well my friends, the aroma I leave behind is not unlike the spring rose as it blooms. There, don't you feel closer to all of us now?

KRISTIAN, THE GAME DAWG

kristian@gameinformer.com

All I want is for Charlize Theron to declare her undying and everlasting love for me publicly. Is that too much to ask? I think not. I mean come on here, people. It's not like I'm asking for a teleportation device or a supernova. And it's not like I want a whole bunch of women. Just one. Just one woman out of roughly 3 billion. I think I'm being rather down-to-earth, actually. Some of these guys you'll talk to will want four, five, even six superstar quality Hollywood actresses. Not me. I'm a realist, don't you see? So I'm ready when you are, Charlize. Just don't expect me to put the toilet seat down.



ANDY MCNAMARA ENJOYS WEARING A BEARD OF BEES

MATT HELEGESON REVIEWS GAMES WITH A SNES SUPER SCOPE THROUGH HIS HEAD

JAY FITZLOFF CAN FIT AN ENTIRE DREAMCAST CONSOLE IN HIS MOUTH

ERIK REPPEN AND KRISTIAN BROGGER ARE JOINED AT THE WAIST AND PLAY WORMS

ANDREW REINER'S SHRUNKEN HEAD FITS IN YOUR PALM

GI SPY



CANDID PHOTOS FROM THE SEAMY UNDERBELLY OF THE VIDEO GAME INDUSTRY

1 It looks like Shaquille O'Neal (pictured with Michael Buffer and Afro Thunder at Midway's Ready 2 Rumble 2 event) is going commando under that robe. **2** Game Informer reader Eli M. Gateff shows off this fantastic Servbot outfit, which he wore to the Otakon in Baltimore. Otakon is a three-day convention centered on anime and Japanese culture. **3** Kristian proves that women are NOT the weaker sex by showing off the ripped physique that won her the title of Mrs. Perfect at this year's Minnesota Pro Bodybuilding Awards. **4** Some of the industry's finest game journalists look on while Paul acts like a dork on the strip in Reno, Nevada. **5** Funny, none of us remember an R/C car blowing up in the parking lot. But that guy celebrating looks a little familiar...hmm. **6** The Linn PR (Crave, Rockstar Games) gang has a rockin' Tupperware party. Wonder why the Pickle King wasn't invited? **7** Paul saddles up his Arctic Cat 300 4x4 at Sony's recent ATV Offroad Fury event.



DEAR GI

THE MAN CAN'T BUST OUR GAMES

I'm a 17-year-old disgruntled gamer, and for good reason. I recently went to my local Funcland store to buy an M-rated game when the clerk said, in a rather rude voice, that you have to be 18 to buy that game. I nicely explained to him that most stores don't have minimum age policies on buying violent video games, and in stores that do, the minimum age is 17, not 18. The mature rating is meant for ages 17 and up. Despite my complaints, the guy insisted that you still have to be 18 and you need to have ID on you to buy M-rated games. That second I exploded and started to shout in his face, telling him that I was never to go there again and that I was going to tell all of my friends about his stupid store policy. I would appreciate it if you would print this so that anyone else 17 or under will know what to expect when they try to buy M-rated games.

The Enraged Gamer

Name and address withheld

Whoa there, little cowpoke! Before you get all up in some Funcland employee's Kool-Aid, take some advice from us – try another store location. Your letter made us curious as to just how ESRB ratings were being enforced, so we called a dozen different retailers from across the country and found vast differences in policy from store to store. For example, one Funcland employee said they didn't card at all, while a worker at another Funcland location said it was up to the clerk's judgement. An Electronics Boutique we called said they carded on every M-rated game to make sure the purchaser was over 18, while another said that it depended on the title. For example, the clerk said he would sell us (we were claiming to be 16) a Resident Evil title, but would not sell us the violent PC title Solider of Fortune. Wal-Mart carded across the board, but the minimum age was only 17. Basically, retailers don't seem to have a consistent policy toward ESRB ratings. With a little trial and error you should easily be able to get your hands on the forbidden goodies. However, with increased pressure from Washington, we could see stricter guidelines in the future. Imagine – pretty soon M-rated games could be as hard for teenagers to obtain as beer and cigarettes!

FAN MAIL

I think your magazine sucks. I hate it. I think the old format was better, this one is crap. Can't you do anything right?

Jon
Cedar, MN

Okay – we've had enough of this abuse. From now on, we will not accept any more mail from Andy's father.

MONKEY SEE, MONKEY DO

I hope you guys can help. I have a friend that isn't really a good friend, but he believes that we're best friends. When I bought PlayStation in 1996, he asked his grandma for it the day after, and she bought it for him. I have 44 games that are awesome, and two stupid ones. He has the same exact same games as me.

At least he should have bought different ones so we could trade. When I got

Dreamcast last year, he bought one and the same games as me. And now I want Playstation2 but I don't want him to copy me again. Should I tell him that I'm not getting PS2 and just hide it? Or tell him and risk him copying me all over again? Thanks in advance.

P.S. This kid even walks like me.

Kyle Laniosz
Lombard, IL

Wow Fonzie, you must be one cool dude to have this guy worshipping you. Man, it must be hard to concentrate on being the

gaming guru you are with all these male groupies hanging all over you. We have an idea, why don't you either A) Quit hanging around people you don't really like, or B) Just ask the guy to buy some different games so you both can trade. Pretty difficult, huh? As for him "walking like you," how do you walk? Upright, putting one foot in front of the other? Damn! That's pretty good. Just think, we've been copying Reiner all these years, and walking on our hands.

THE MAN MACHINE

The past couple of months I have noticed that in Secret Access there has been a mysterious person known as the "GI Droid" submitting codes. I have taken many guesses and have come to a decision that it is either the other side of Reiner's split personality, or it is just the GI dog, Arthur, coming to you in a dream. Whichever it is, I'm sure



many people have noticed that the "GI Droid" is taking over and are wondering if it will ever be stopped.

Mark Ramey
Mechanicsburg, PA

Finally, the truth must be told. Last January, GI's beloved PC Jedi died when the snowmobile he was riding swerved off the road and crashed through the front window of a GNC store. Erik was found dead, crushed under an avalanche of vitamin B12 supplements. Shocked and saddened, we thought about dis-

banding the magazine altogether. We also briefly considered replacing him with former Extreme frontman, Gary Cherone. Fortunately, we discovered an experimental scientific process by which we could keep his brain alive in a solution of Hawaiian Punch and Visine. We then melded his head onto a robotic body, and the GI Droid was born. The best part is, the new cybernetic Erik actually shows up for work on time! The wonders of modern technology never cease to amaze us.

THE NEXT NEXT GENERATION

1. I was watching television one day and saw a commercial for PS9 (PlayStation 9). What is it?
2. Is it true that PS3 will be 6 PlayStation2's stacked on top of each other?
3. When will the Dreamcast DVD player come out?

Alex Ramirez
San Bruno, CA

1. As anyone could guess from Sony's highly informative ad campaign, PlayStation 9 is a groundbreaking virtual reality game system that uses your brain's neurochemicals to create amazingly lifelike gaming experiences. The PS9 won't really be a console as such, but rather a microprocessor that

is implanted directly into your spinal column. You will control the games through the use of your existing body parts. Your left and right butt cheeks will function as dual analog sticks, while the button functions will be dedicated to your nostrils, pinky toes, and ears. We recommend beginning a yoga class now if you plan on buying the PS9 when it launches in 2045.

2. Sony recently sent us a prototype of the PlayStation 3, to get some feedback. We quickly pulled out our trusty tool set to dissect the machine. When



ENVELOPE ART

DECEMBER WINNER!

we cracked it open, we were surprised to see nothing but a Neo Geo Pocket Color inside! So, it was actually Sony that killed our beloved handheld, hoping to buy up the remaining Neo Geo units for cheap, and then use the space-age technology for the PS3! Somebody call Mulder and Scully!

3. We recently called Sega regarding the Dreamcast DVD player, and received official word that the add-on has been scrapped. Sega of America feels that, given the proliferation of inexpensive home DVD players, the DC DVD unit would not be economically viable. So, it appears the PS2 will remain the only home console with DVD capabilities, at least until Xbox is released.

A LETTER FROM A ROODY-POO

When I got my July issue of your magazine I was both shocked and disappointed to see that you selected a wrestling game as your cover story. First of all, wrestling is NOT entertaining in real life, so how fun do you think it is in video game form? I mean, what guy in his right mind would be entertained by a bunch of men in Speedos grabbing each other?

Joseph Daniels
Midlothian, TX

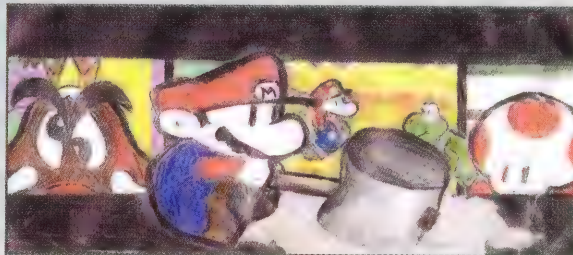


Woooooo! Mr. Tough Guy is too macho to watch wrestling! You seem pretty uptight about this – a few skeletons in your closet, perhaps? Maybe someday you'll be confident enough in your masculinity to watch sweaty men in tights grapple with each other. Either way, the thousands of GI readers who do watch wrestling crave our extensive coverage of WWF games. Whether you're a fan of sports entertainment or not, you have to admit that wrestling games have pretty much been the only source of innovation within the realm of fighting games in the last few years. Think about it – how many fighters can match No Mercy's branching career storylines, variety of special matches and events, and massive Create-a-Wrestler options? None. Open your mind, or get checked into the SmackDown Hotel.



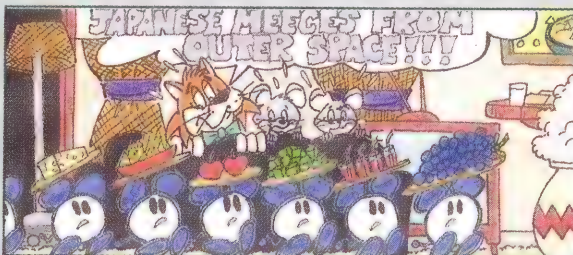
Chad Sherman

Do you know what they say about an elf with big ears? (Insert Rimshot here.)



Steve Fabro

See it's Mario, and he's on Paper...get it?



Larue Binder

We played Chu Chu Rocket too, but that didn't help us understand this envelope art either.



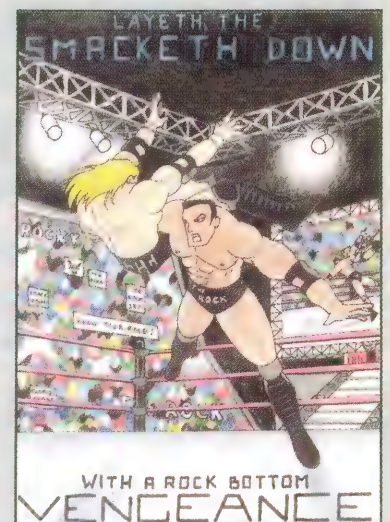
Meg Halecky

Do you know what they say about an elf with a big sword? (Insert thunderous laughter here.)



Katrina Owens

Dream weaver. I believe we can make it through the night!



Josh Gilbert

Hey, isn't this guy who is always talking about candy? Ummm, we love candy.

GI NEWS

MICROSOFT/ELECTRONIC ARTS JOIN AT HIP FOR XBOX

The world's largest third-party publisher, **Electronic Arts**, has just signed up to help outfit **Microsoft's Xbox**. This multi-year partnership goes one more step in completing the company's search for the best and brightest, and will supply the console with up to ten games for the Xbox's fall launch period.

The platform's general manager, **J. Allard**, told *Game Informer*, "We can't get into details about titles or their specific plans yet, but what I can say is that [EA] has committed to ten titles in the first six months of Xbox's availability, and I've placed an order for 500 development kits. I think those numbers really speak to both the depth and the breadth of their commitment and enthusiasm for Xbox."

While Mr. Allard wouldn't name names, Microsoft's own statement would. **Madden NFL Football**, **SSX**, **FIFA Soccer**, **NASCAR**, **F1 Racing**, and **Knockout Kings** have all been mentioned in the initial EA batch for the system.

Further games were disclosed by **Jeff Brown**, a spokesman for EA. In addition to some of those above, Mr. Brown told *GI* to expect product based on the **Harry Potter** and **James Bond** franchises. Also, we could well see more than ten titles in the early days of the Xbox. "We are committed to ten titles in the first six months, but that actually means we have 12 or more titles in development." In other words, ten is the minimum, but with more brewing in the stew, anything's possible. Make it spicy, guys!



EA/MICROSOFT DEAL TO PAVE WAY FOR SQUARE?

With **Electronic Arts** now down with the **Microsoft** crew, it looks like **Square** is one of the only remaining partners that the console needs in its bid for supremacy. EA and Square are related in that they have a partnership dealing in worldwide distribution of each others' titles. Does this mean we can expect the latter company to also be involved with making games for the **Xbox**?

After all, when *GI* was at this fall's **Tokyo Game Show**, we saw discussions amongst Square, Microsoft, and an "unnamed Seattle-based company" (i.e. EA). When asked about the whereabouts of Square in relation to the Xbox, Microsoft's general manager, **J. Allard**, would only tell us, "The news isn't done yet. Our strategy is really rolling thunder. You'll be getting another phone call or two before we ship [the Xbox] about other key partners." We were also told that just such an announcement would likely come at this January's **Consumer Electronics Show** in Las Vegas.

Jeff Brown, speaking for EA, was more direct on what Square might do. "We have no influence on Square's development decisions." While this may be true, stay tuned for what is likely to be more news on this front.



TOMB RAIDER TRAILER EXPLODES

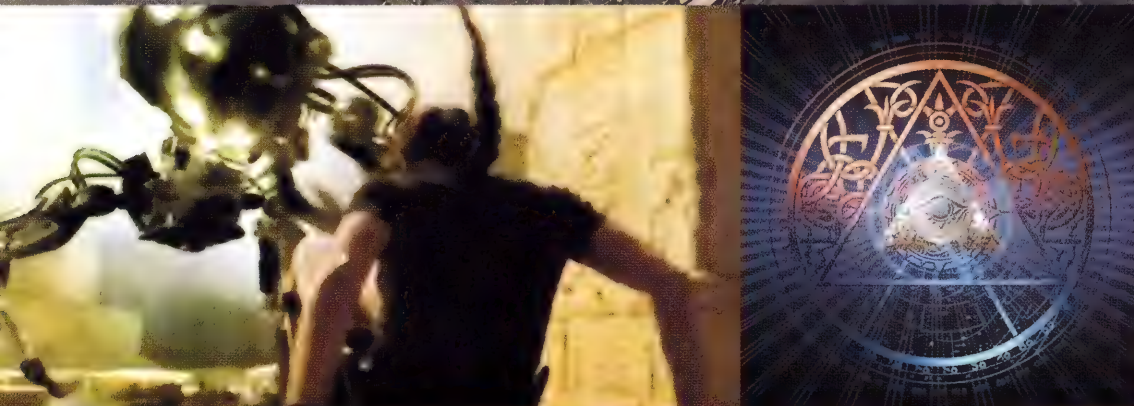
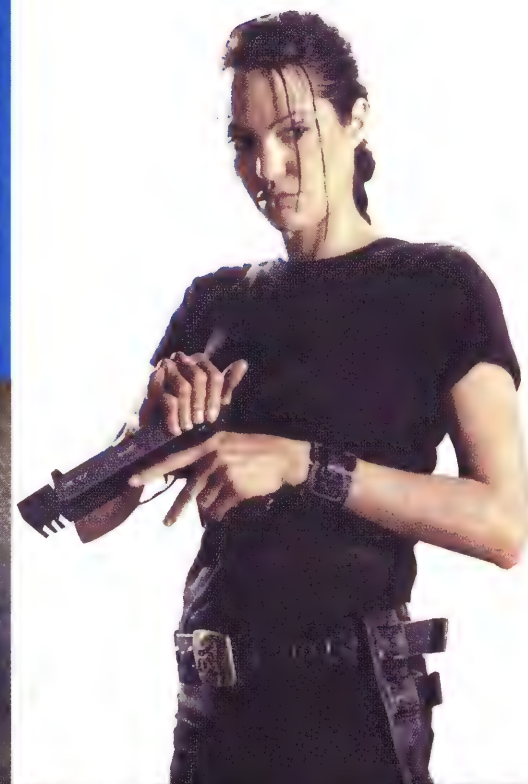
Paramount Pictures has been wowing gamers and filmgoers alike with its trailer for next summer's *Tomb Raider* film starring **Angelina Jolie**. Her chest may be several cup sizes smaller and her butt may need doubling, but the interest is just as big for the actress' portrayal of the virtual star.

Not too much has been said about the plot, but the clip shows that Lara-isms such as the double-fisting of guns, backflips, and an ultra-cool demeanor are exhibited by Jolie perfectly. While video game elements such as unbelievable stunts, complex puzzles, Lara's past, and secret societies will make the trip, audiences won't hear the whimpering of dying dogs, for Lara won't be killing animals. A love interest is also planned for Jolie, but stay calm, a PG-13 rating is expected.

The movie is filming in London, Iceland, Cambodia, and Venice, and also exhibits several fantasy elements. Robots and technology mix with mystical artifacts to achieve what producer **Lloyd Levin** wanted in a film which "relates to the *Bond* movies and *Raiders of the Lost Ark*."

Tomb Raider is scheduled to release on June 15, 2001.

In other Lara news, *GI* has uncovered footage of **PlayStation 2's *Tomb Raider: Next Generation*** within the **PS-X** version of *Tomb Raider Chronicles*. See *Secret Access* for the lowdown.



To see the *Tomb Raider* trailer go to - www.tombraidermovie.com



Game Informer's research and development operatives search the globe, seeking out the untapped licenses that will become tomorrow's killer games. If you have any great ideas for games of the future, be sure to drop us a line. Maybe we'll use our godlike power over the video game industry to turn you into a millionaire – or just steal your idea.

STAR WARS: SMUGGLER

Imagine a free-roaming, Privateer-style game, in which you play (surprise) a smuggler. Only when you land your ship planetside, you manually get out of the pilot's seat and hit the streets rather than interfacing with a mysterious lounge screen that pops up after an uncontrolled cutscene landing. You hit the alleys where some code words and bribes change hands before you finally find the person who is supposed to be interested in your contraband. Naturally, a few things don't go as smoothly as planned and following a running gun battle with Imperial troops and some angry Hutt henchmen, you run up the ramp of your trusty ship, hit the button to shut the door, and hop into the pilot's seat. There is no load time here, but rather a shift in perspective and some new controls. You can get out of the chair mid-flight and play some holo-dejarik with your obnoxious droid if you want to, but with all of the bounty hunters and Imperial attention you've just attracted, that may have to wait for later.

TOP 10 WAYS TO DESTROY YOUR CONTROLLER

- 10 Make it an offer it can't refuse
- 9 Nuclear strike
- 8 Put a contract out on it
- 7 Carrot peeler
- 6 Subject it to bad indie rock
- 5 Cavity search
- 4 Crucifixion
- 3 A river, a bridge, and cement shoes
- 2 Gary Coleman
- 1 Temper tantrum

Game Informer is looking for your Top Five favorite games. Please send your Top Fives to:

Game Informer Magazine
Attn: Top Five

10120 West 76th Street
Eden Prairie, MN 55344

Everyone that enters every month will be entered in a drawing to win a GI T-Shirt! So get writing!



DEVELOPER TOP 5 DAVID DOAK, DIRECTOR OF FREE RADICAL DESIGN

- 1 Bomberman – SNES
- 2 X-Pilots – Unix
- 3 Laser Squad – Sinclair ZX Spectrum
- 4 Grand Prix Legends – PC
- 5 Defender – Arcade



READER TOP 5 JUSTIN T. MELANSON TYNGSBORO, MA

- 1 NFL 2K1 – DC
- 2 Chrono Cross – PS-X
- 3 Gran Turismo 2 – PS-X
- 4 Star Ocean: The Second Story – PS-X
- 5 NHL 2K – DC

HAVAS DECLARES GLADIATOR GAMES TO COMMENCE

"What we do in life echoes in eternity." So says **Maximus** in the film **Gladiator**, and we echo the sentiment, as **Havas Interactive** has announced that it is going to bring video game versions of the movie to the masses.

We don't know quite yet if this undertaking will be one for the ages or if it will haunt Havas later on, as details are sparse at this time. All the company has disclosed up until now is that it has secured the rights to the license, **Sierra** will be handling the publishing, and that **Gladiator** games should see action on several next-gen consoles at some point.

The plot and structure of the titles aren't known yet, but we imagine an action/adventure genre with loads of cutscenes, nasty bosses, and piles of dead bodies will be the order of the day. Even better would be the hundreds, nay thousands, of North Army soldiers and Germanic barbarians you could have fighting it out on screen simultaneously in the dark woods.

Havas and **Dreamworks** are currently talking on the platform question at this moment, so a playable product most likely won't be heading our way until the end of the year at the earliest. More on these **Gladiator** games as specifics arise.

DATA FILE

► **EA** has delayed the **PlayStation 2** version of first-person shooter **The World Is Not Enough**. The delay comes because of the publishers' desire to make sure that **007 Racing** is the first Bond product on the platform. PS2's **TWINE** will be delayed until sometime in the fall of 2001.

► **Nintendo** has announced that it plans to see that 24 million **Game Boy Advance** units hit shelves worldwide in the handheld's first year. In the beginning days of the system, there will be 1 million shipped and ten launch titles planned. **Game Boy Advance** comes out in March in Japan, and in July over here.

► **Activision** has renamed its souped-up **PlayStation 2** racer **Street Lethal** to **Supercar Street Challenge**. The game's real-life cities and expensive cars will remain, however.

► Refreshed from a stint on the **Planet of the Apes**, **Duke Nukem** is being brought back to the PC, with **Gathering of Developers** reviving the PC title **Duke Nukem Forever**. To be developed by **3D Realms**, **Forever** should be ready by the end of the year.

► **Majesco** is giving PS2 owners the chance to step into the shoes of **Soldier of Fortune's John Mullins**. This new edition of the PC game is slated for the fourth quarter of next year, and will include four-person multi-player play, and other console accommodations.

► Developer **Sonic Team** has told us that it has started work on **Sonic Adventure 3** for the **Dreamcast**. Although number two has yet to even come out yet, this newly announced nascent game will somehow be connected to it.

► Insider reports tell **GI** that **Sony** isn't making its weekly promise of 100,000 **PlayStation 2s**. Instead, the company is apparently tens of thousands of units short per week. In a related ugliness, near-riots broke out over the console's launch in France. Kudos to the cops for hitting French citizens with batons.

► In Japan, **Konami** is porting **Castlevania** from the Japanese computer the **X68000**, over to the **PlayStation**. Beginning movie sequences were added, although it has basically remained the same. No word as to whether it will be brought Stateside.

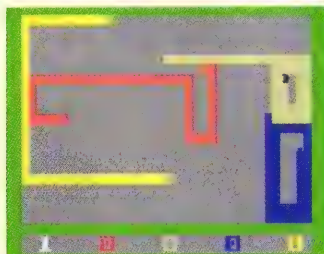
► Advocacy organization **Children Now** has ruled that the majority of video games are "unhealthy" for females due to their unrealistic portrayal of women's bodies, violence, and overt sexuality. The group conducted its study using the top 10-selling titles for the **Dreamcast**, **PlayStation**, and **N64** as ranked by **PC Data**.

► **Microsoft** is looking for gamers to playtest the **Xbox**. Those lucky enough to be both over 13 years-of-age and living in the Seattle/Puget Sound area, can get a first crack at playing the console. Microsoft says that no experience is necessary, and that it will accommodate your schedule. For more info go to www.microsoft.com/playtest/.



NAME THAT GAME

Simple even by the standards of the Intellivision, this game (not coincidentally) remains one of the few titles for the console that is actually still fun to play. The object of the game was to direct your colored line around the playfield, while not touching your opponents' lines or your own.



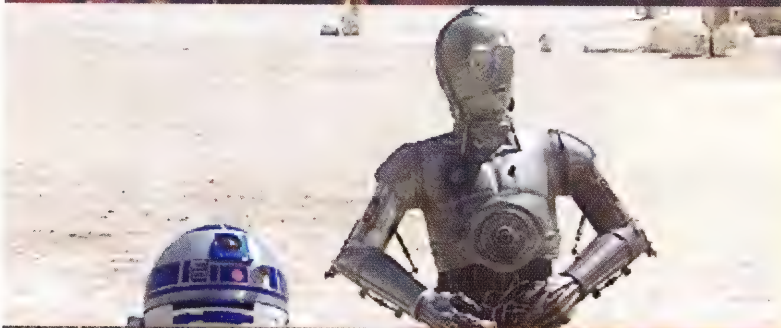
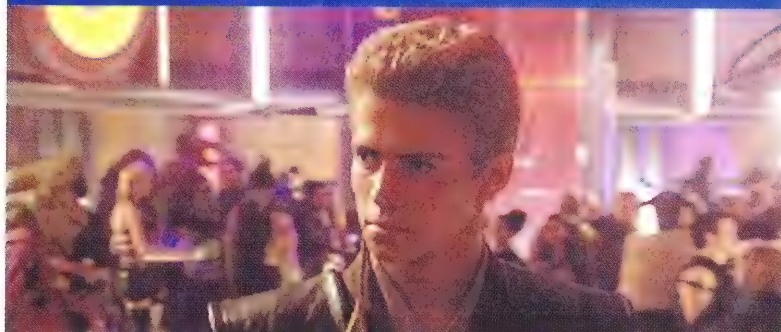
(Answer on page 17)

STAR WARS: EPISODE II GAMES BEGIN

Star Wars: Episode II the movie has started into the editing phase of post-production, and is on track for its 2002 release. On the gaming tip, **LucasArts** president **Simon Jeffrey** is already talking about what's in store for us vid-wise. "The games themselves will be based around events or characters from the movie and expanding outward, rather than retelling the movie in interactive form." Jeffrey also said that there should be fewer games in general (compared to **Episode I**).

Still, from what *GI* has learned about the film so far, **Episode II** could make for some similar vids. The movie is more action-oriented, despite being a love story. This fact would easily make for a **Power Battles**-esque title, while **Obi-Wan** (Hayden Christensen, shown below) and **Anakin's** pursuit of a bounty hunter through Coruscant could prove to be another thrilling game. **Darth Tyrannus**, a clan of rogue Jedi, the **Jango Fett** clone army, and maybe even **Owen Lars** (shown second from bottom) could also enter into the video game mix.

In other *Star Wars* news, LucasArts has canceled the **PC** game **Obi-Wan** in order to bring it to next-gen consoles. Also, the online RPG **Star Wars Galaxies** has started taking reservations for character user handles.



THE GOOD, THE BAD, THE UGLY

UGLY – THQ's **N64** title **WWF No Mercy** has a habit of erasing player's Created Wrestlers. This happens in Career mode, and causes your fussed-over grappler of choice to come out in the default clothes he was born in. Worse yet is the fact that THQ hasn't given any real answers to remedy the situation. Looks like once you're a jabroni, you always will be...

GOOD – Sega has finally axed plans for an add-on **Dreamcast DVD** player that would dwarf the console itself. The idea was only a mock-up at **E3**, but it's good that Sega pulled the plug on what would have been an expensive and unnecessary extra box.

Bad – **PS2's Final Fantasy X** non-gameplay online features won't be possible now that **Square** has pushed back its **Play Online** host site in Japan until late 2001. This also means that **FF XI**, which is supposed to be playable on the Net, won't come out until spring of 2002.

Ugly – *GI* Editor **Jay Fitzloff** was given a holiday gift can filled with salted cashews. He subsequently devoured the entire 4 lb. stash like a desperate squirrel. The ensuing malaise caused him to swear off cashews and have nightmares about Planter's Mister Peanut. Monocles are scary, kids.

Ugly – Reports have been circulating regarding widespread online fraud for **PlayStation 2** units. Prices are often inflated, and even worse, people end up paying and not getting anything. The **Better Business Bureau** has been involved, as have the police. A man in Canada has already been arrested for his involvement.

Good – **Visual Concepts' Dreamcast** title **NFL 2K1** has claimed victory over **EA's Madden NFL 2001** for the **PS2**. In a spread that even the **Rams** couldn't beat, tens of thousands more copies of **2K1** were shifted based on first and second week sales.



LOOSE TALK

Wherever there's a juicy rumor in the industry, *Game Informer* experts are on it like a fly on stink. If loose lips are spraying hot gossip, we're sucking up the secret saliva and drooling it all over this section. *Loose Talk* exposes inside rumors for all to see. These leads may turn out to be 100% untrue, but then again, they could also be dead honest, and you've just learned about them months before anyone else!

Koei is taking names in the **Japanese PlayStation 2** game market. It ranks as the number two PS2 publisher – behind only **Namco**. So it's no real surprise that the company is already pumping out the sequels. We've told you about **Kessen 2**, but now we're here to say that you will see **Dynasty Warriors 3** on the PS2 this fall.

Electronic Arts was planning to bring a new version of the snowmobile racing game, **Sled Storm**, to the **PlayStation 2** this spring. However, the company has decided to shelve the release. The project is currently being re-evaluated.

Nintendo is winding down its **Nintendo 64** development and is rumored to be releasing its last N64 game late this year.

The next in **Westwood Studios' Command & Conquer** series is scheduled to hit the **PC** in October and has been dubbed **C&C: Renegade**.

Nintendo of America and its parent company, **Nintendo Co. Ltd.**, are apparently at odds over the business strategy for **GameCube** and **Game Boy Advance**. Word is the Japanese parent wants to concentrate more effort on nurturing the GBA, while the American branch wants more emphasis put on the console market.

A true, **PlayStation 2**-only version of **Tekken** is said to be in the works and its debut in Japan is rumored to be coming at this spring's **Tokyo Game Show**.

VIDEO GAME TRIVIA

Look! Up in the sky! It's a bird! It's a plane! It's Game Informer's totally awesome Video Game Trivia! Focusing solely on video games based on comic books, this ten-question quiz will determine how vulnerable you truly are.



Question 1. In the Genesis and SNES game, Spider-Man: Return of the Sinister Six, who were Spider-Man's nemeses?

- A. Rhino, Mysterio, Doctor Octopus, Hobgoblin, Vulture, Green Goblin
- B. Venom, Sandman, Doctor Octopus, Green Goblin, Vulture, Mysterio
- C. Mysterio, Vulture, Sandman, Doctor Octopus, Hobgoblin, Electro
- D. Ra's Al Ghul, Riddler, Penguin, Bane, Two-Face, Joker

Question 2. Superman may wear his underwear over his tights, but trust us, he's actually a straight shooter. In the Atari 2600 game, which of these scenarios actually took place?

- A. Use your X-ray vision to sneak a peek at Lex Luthor's secret package
- B. Locate Lois Lane and throw rocks at her
- C. Reconstruct Metropolis Memorial Bridge
- D. Transform into Clark Kent and take Jimmy Olsen to the zoo

Question 3. What game was the Genesis title, X-Perts, based off?

- A. Ex-Mutants
- B. Eternal Champions
- C. Crusader of Centy
- D. Comix Zone

Question 4. Which of these X-Men games did Capcom develop and publish for a home console?

- A. X-Men: Mutant Apocalypse
- B. X-Men: Children of the Atom
- C. X-Men: Clone Wars
- D. X-Men: Mojo World

Question 5. Captain America is the United States' most beloved crime fighter. Which of these heroes didn't lend a hand in his fight against crime in the arcade game, Captain America and the Avengers?

- A. Iron-Man
- B. Wasp
- C. Hawkeye
- D. Daredevil

Question 6. In 1993, the Genesis was trampled by Malibu Comics' Dinosaurs For Hire. Who was the creator of this ingenious comic series?

- A. Todd McFarlane
- B. Tom Mason
- C. Berni Wrightson
- D. Mike Mignola

Question 7. Batman has graced almost every console, even the Commodore 64 in a title called Batman: The Caped Crusader. Who was the developer that brought Batsy to this platform?

- A. Taito
- B. Ocean
- C. Activision
- D. System 3 Software

Question 8. Which of these well-respected and devilishly handsome video game insiders did not contribute to the failure that is Spawn the Eternal?

- A. Andrew Reiner
- B. Russell Shanks
- C. Brian O'Hara
- D. Bruce Straley

Question 9. Playmates Interactive transformed Jim Lee's X-Men rip-off, Wild C.A.T.S, into a video game. What does the C.A.T.S acronym stand for?

- A. Covert Action Teams
- B. Covert Action Tactical Squad
- C. Conspiracy Attack Team Specials
- D. Corn And Turnip Squad

Question 10. Joe Satriani loves the Silver Surfer, and so do we! The NES was surfing with the alien, but where in space did his adventure take place?

- A. The Milky Way
- B. The Forbidden Domain
- C. The Magik Domain
- D. The Lost Realm



Score and Rank



0 Ambush Bug



1-3 Steel



4-6 Aquaman



7-9 Galactus



10 Elongated Man



SONY RELEASES PS-X INCOMPATIBILITY LIST FOR PS2

US gamers may have chuckled when they heard that the Japanese couldn't play their virtual bus driver **PS-X** titles on their **PlayStation 2s**, but now the news hits a little closer to home. **Sony of America** has released a small list of PS-X games that are considered to have problems when played on its new system.

Unfortunately, Sony hasn't listed exactly in what manner each of the titles below is faulty when running on the PS2, so results could vary. For example, **Final Fantasy Anthology** has a problem when you use the **FF V** disc's save screen. Although it will preserve your game just fine, it looks all jumbled. Hopefully this example is more indicative than not of the trouble.

PlayStation games that are incompatible with your PS2, according to Sony of America:

- **Arcade Party Pak**
- **Arcade Greatest Hits: Atari Collection 2**
- **Fighter Maker**
- **Final Fantasy Anthology**
- **International Track and Field**
- **Judge Dredd**
- **Monkey Hero**
- **Mortal Kombat Trilogy**
- **Tomb!**



100% percent of GI editors named Paul Anderson unzipped their pants in the middle of GI's staff Christmas party

28% of GI editors think Real Pool is the best PS2 game so far

2% of Game Informer subscribers live in federal penitentiaries

4% percent of N64 owners are still waiting for news on Glover 2: Hand of Doom

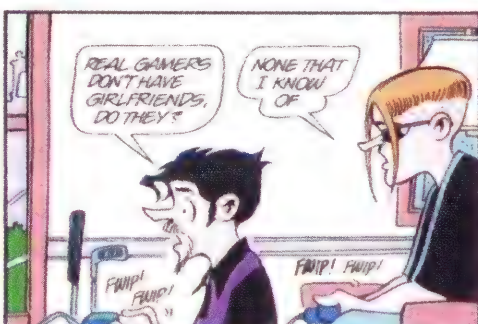
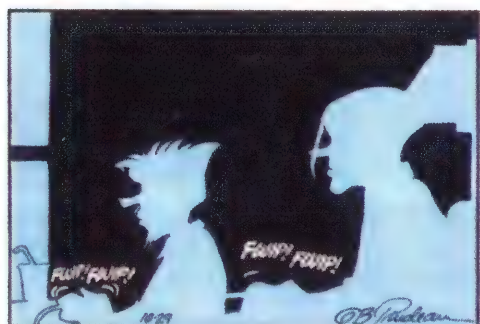
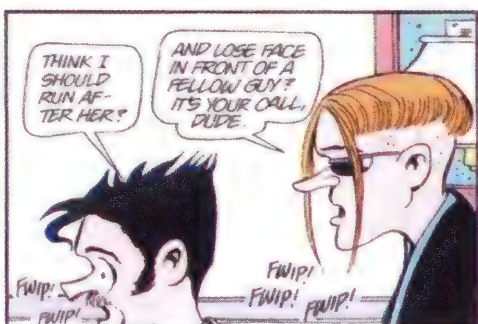
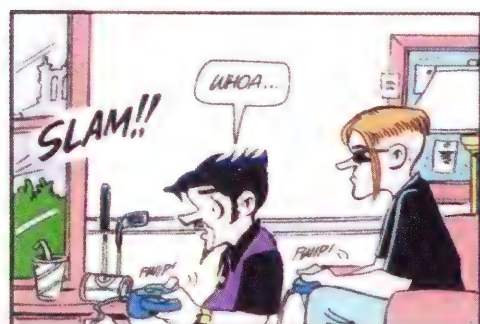
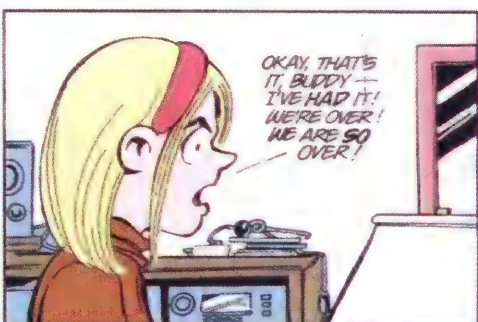
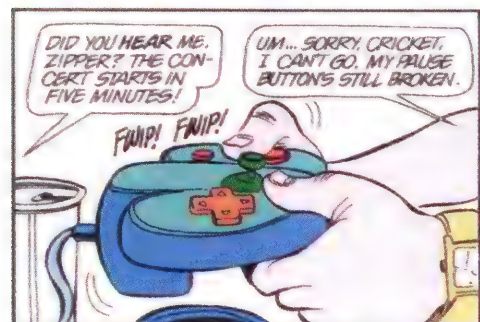
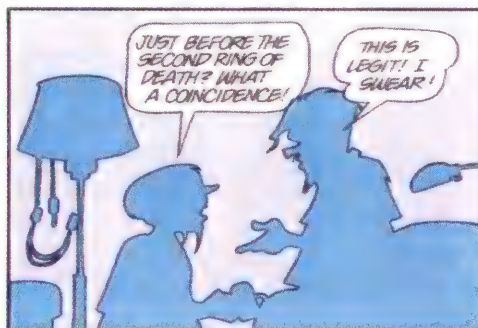
67% of all GI editors' meals this month were eaten at Taco Bell

Doonesbury generally focuses on lampooning the ever more ridiculous world of politics, but recently comic legend Gary Trudeau turned his attention to video games. This strip definitely struck a chord of recognition with the GI staff, so we decided to reprint it for your viewing pleasure:

Doonesbury

BY

G. B. TRUDEAU



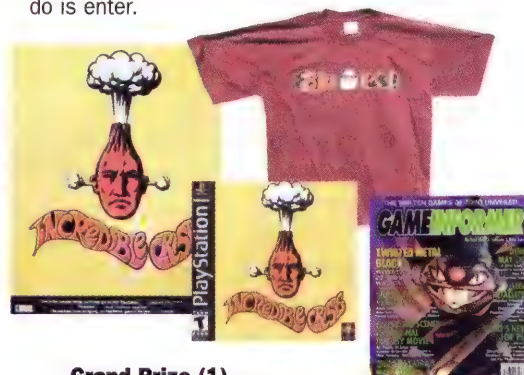
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GI NEWS

CONTEST:

WIN OUR GIVEAWAY & HAVE AN INCREDIBLE CRISIS!

Game Informer and Titus have a little dilemma on their hands. In fact, this subject is so problematic that we are giving you the chance to win your own Incredible Crisis. That's right, Game Informer is giving away Incredible Crisis for PlayStation along with some other fine goodies and all you have to do is enter.



Grand Prize (1)

- Incredible Crisis PlayStation Game
- Incredible Crisis T-Shirt
- Incredible Crisis Poster
- 1-Year Subscription to Game Informer

Second Prize (4)

- Incredible Crisis T-Shirt
- Incredible Crisis Poster

Your name will be placed in a pool of valid entrants for a random drawing to be conducted on March 15, 2001.

There Are Two Ways To Enter:

(1) Send a POSTCARD with your NAME, ADDRESS, & TELEPHONE NUMBER to:

Game Informer's Incredible Crisis
10120 W. 76TH ST
EDEN PRAIRIE, MN 55344

(2) Send an EMAIL with your NAME, ADDRESS, & TELEPHONE NUMBER to: crisis@gameinformer.com

GAME INFORMER'S INCREDIBLE CRISIS GIVEAWAY OFFICIAL RULES
1. NO PURCHASE NECESSARY. To enter, send your name, age, address and phone number on a postcard to: Game Informer's Incredible, 10120 W. 76TH ST, EDEN PRAIRIE, MN. Or, email your name, age, address and phone number on a postcard to: crisis@gameinformer.com. Entries must be received no later than March 1, 2001. One entry per person. Duplicated entries will be disqualified. Game Informer magazine (the "Sponsor") is not responsible for lost, late, mutilated, illegible, incomplete or misdirected entries. 2. PRIZES: One (1) grand prize winner will win the PlayStation game Incredible Crisis as well as an Incredible Crisis T-Shirt, Poster, and a one year subscription to Game Informer magazine (approximate retail value \$60). Four (4) second prize winners will win an Incredible Crisis T-Shirt and Poster (approximate retail value \$12). Sponsor reserves the right to substitute prize of equal or greater value if prize is unavailable. Prizes are non-transferable and no substitutions allowed. 3. WINNERS(S): Winners will be determined by random drawings of all valid entries received by the Sponsor, whose decisions are final. Drawing will be held on or about March 15, 2000. Winners shall be notified by mail and/or telephone. Please allow six to eight weeks for delivery of prizes. 4. ODDS OF WINNING: The odds of winning depend on number of valid entries received. 5. ELIGIBILITY: Promotion open to residents of United States only. Return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winner may be required to sign an affidavit of eligibility/release of liability/prize acceptance within 14 days of receipt or forfeit prize. If the winner is a minor, then prize may be awarded to winner's parent or legal guardian. By acceptance of prize, winners agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of the Sponsor and its parent and affiliated companies and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, division or related companies are responsible for any damages, taxes, or expenses that winners might incur as a result of this sweepstakes or receipt of prize. 6. RESTRICTIONS: Void where prohibited or restricted by law.

Name That Game Answer: snafu



POETRY



N



METAL GEAR SOLID 2

SONS OF LIBERTY

MOTION

○ **Last May**, Konami wowed the masses when it showed a preview of Metal Gear Solid 2: Sons of Liberty at E3 in Los Angeles. It was the talk of the show, but many doubted if the movie was all computer generated FMV or real-time gameplay. Konami didn't bat an eye when it stated it was entirely gameplay, but for many, the visuals were just too grand to believe.

For the first time, we can say without a doubt that all the images were indeed real-time. Game Informer has seen Metal Gear Solid 2 in action, and to say it is the most amazing looking game we have seen to date would be a gross understatement.

At Konami's first annual Gamers' Day, journalists from across the country were graced with the first-ever viewing of Hideo Kojima's upcoming masterpiece. Now, Game Informer can share all the details with you.

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** KONAMI
■ **DEVELOPER** KCEJ ■ **RELEASE** FALL 2001

HUMBLE BEGINNINGS

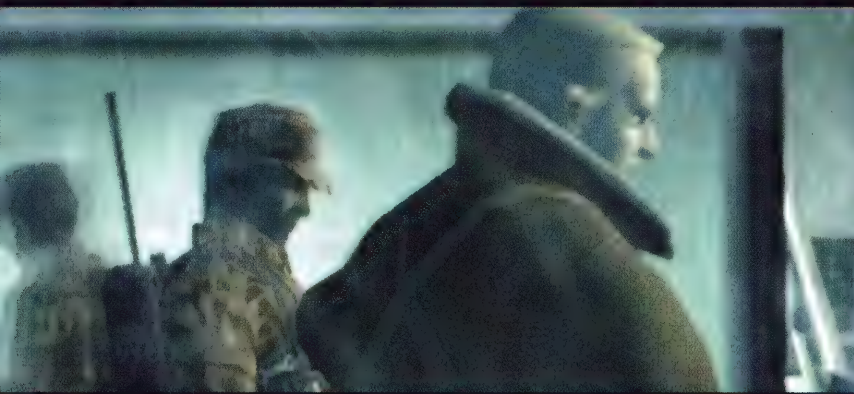
The first Metal Gear debuted in Japan in 1987 on an operating system known as the MSX, which was found on various manufacturers' 8-bit computers in Japan and Europe. As many know, this game also made it to the States on the NES in 1988, as did its sequel, Metal Gear 2: Snake's Revenge, in 1990. Back then, few people knew the name Hideo Kojima, but when his Metal Gear series made a comeback on the PlayStation almost eight years later, gamers across the nation turned him into a superstar.

Kojima's Metal Gear Solid on PlayStation set a new standard for innovation and storytelling with this colossal release. His hero, Solid Snake, came to life through the endless cutscenes and voice-overs that were interspersed between and during the action. Snake had the gadgets of Bond, the take-no-prisoners, kill-or-be-killed attitude of Rambo, and the understated charm of a GI Editor, making him the hero of the '90s. Metal Gear instantly became a license to be reckoned with, and set the stage for one of the most anticipated sequels in gaming history.

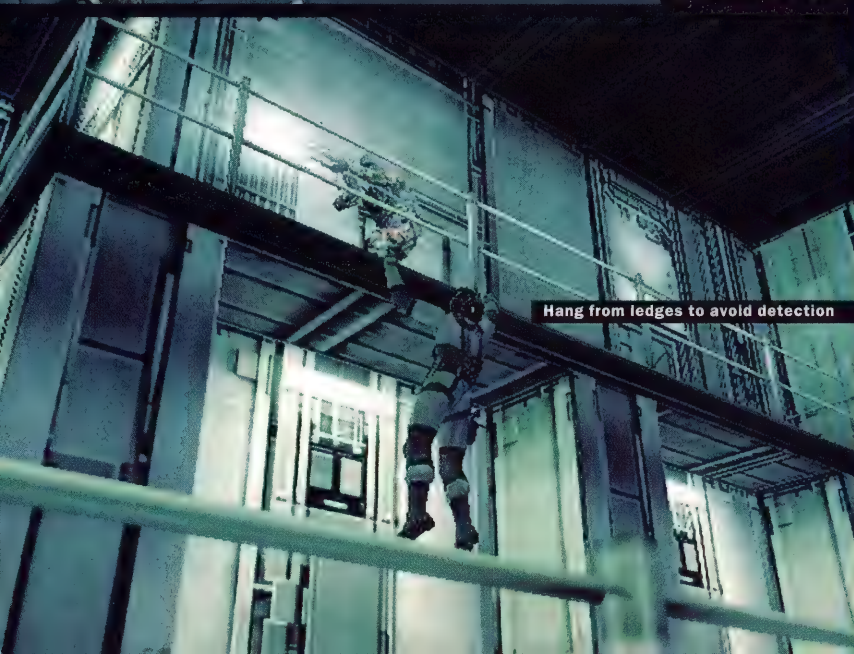


Kojima's Metal Gear Solid on PlayStation has shipped over 5.5 million copies worldwide in Japanese, English, German, French, Italian, and Spanish.





THE COUNTDOWN



Firefights are much more exciting in the first-person mode



HAS BEGUN

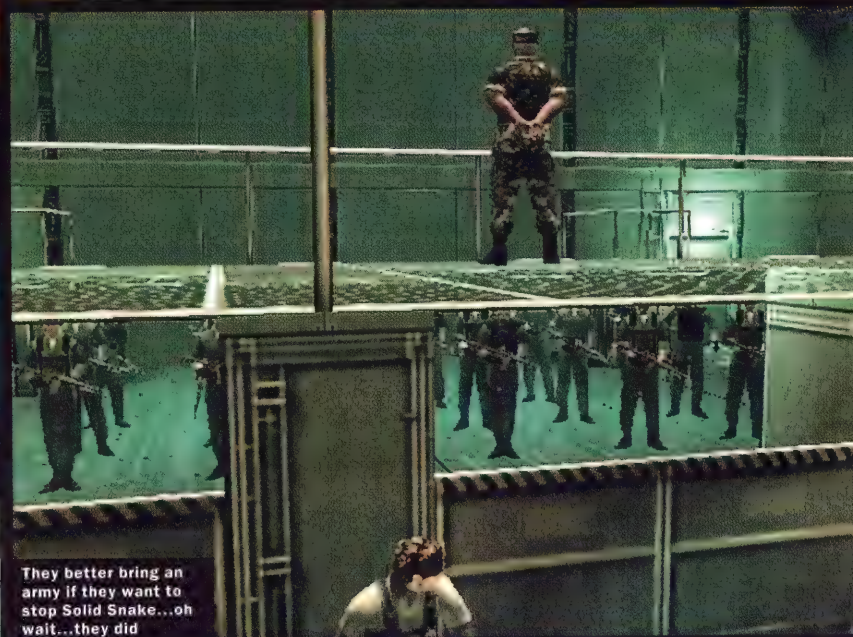
There is no doubt that Metal Gear Solid 2 will rock the world when it hits PlayStation 2 this fall, but there are rumblings that PlayStation 2 may not be your only source for Metal Gear goodness. Microsoft has let slip that Metal Gear Solid 2 in some form will be available on Xbox, but has left us all wondering when this will happen. Most likely, PlayStation 2 will be your first opportunity, but an Xbox version certainly isn't out of the picture.

Enough with the history and console politics that surround Metal Gear Solid 2, it's time to give you what you want – the latest details on the game. The story is once again filled with plot twists, sexual entendre, political backstabbing, and human drama, but you'll have to wait for the game to release all the sordid details. We will say that Snake once again does not know who is and who isn't on his side as he tries to put a stop to the world's newest threat to life as we know it – Metal Gear Ray.

The opening of the game shows Snake walking on top of the George Washington Bridge, smoking a cigarette in the pouring rain. Droplets of water form and dissipate off the camera as it pans. In an instant, Snake sheds his raincoat and breaks into a full gallop. As he runs, he engages his stealth suit and dives off the edge of the bridge. You see the bungee attached to his feet unwind, and finally bring him to a stop hovering above the deck of a cargo ship being tossed around by the turbulent waters. He releases, and finds himself on the deck of the ship as his suit sparks and shorts out (think Terminator's time insertion scene). Snake quickly grabs some cover as a helicopter passes overhead. On board, you see Revolver Ocelot report that, "the boy has arrived," and, "he'll know soon enough." Hmm, trouble perhaps?

Up pops the Codex (which looks exactly like the old one, but with 3D modeled characters that move and feature synchronized speech – nice!) and Otacon begins filling Snake (and you) in on the matter at hand. It seems Metal Gear Rex is the hottest military commodity since bullets, and a prototype code named Metal Gear Ray – that eats previous versions for lunch – is rumored to be aboard this very vessel. Guess who they suckered into finding out?





They better bring an army if they want to stop Solid Snake...oh wait...they did

The game now breaks into a quick training session where you go through your various moves. The controls are basically the same, with a number of nice new additions. Snake can go to a first-person view to fire his weapons (complete with laser-sighting); jump over smaller obstacles like railings and crates; release, fire, and return from behind objects in one quick motion; dive roll with a simple press of the action button while running; drag and hide bodies; and even hang and shimmy on ledges.

After you are familiar with the controls, the matters at hand take a turn for the worse. It seems your simple investigation of the ship's payload has gone awry, as a helicopter drops a military force to commandeer the ship. They quickly eliminate the crew and the ship. Snake uses his trusty binoculars to discover that the Russians just may be interested in taking Metal Gear Ray for themselves, and there is only one person that can stop them.

Snow must now infiltrate the ship, confirm if Metal Gear Ray is indeed onboard, and basically kick butt to figure out what is going on. From here the game begins, but our description ends so you can experience the game for yourself this March, when the demo becomes available to the public. However, we will point out some of the more impressive moments and things of interest over the next couple of pages.

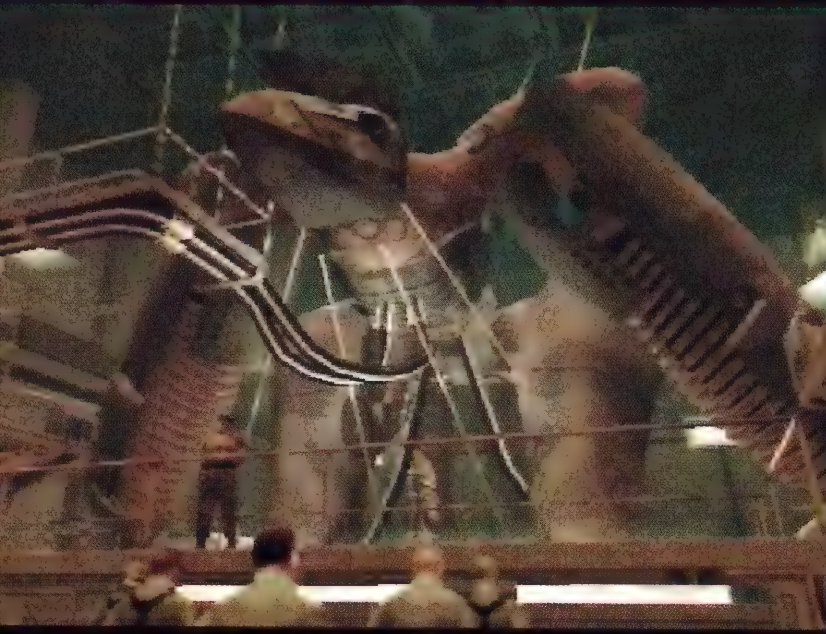


Stealth is always key, and what is more stealthy than a walking cardboard box?



METAL GEAR RAY

The newest menace to society is the Metal Gear Ray, which is rumored to have amphibious capabilities. Here we see Metal Gear Ray in sketch form, being tested at the labs, and making an appearance in the game. Metal Gear Ray's animations are very lifelike, he even opens his jaws to let out a T-Rex styled roar. Snake better bring a big gun.





GORGEOUS REAL-TIME



Sneak shortens the line at the cafeteria

From the moment Snake arrives on the deck of the ship, the rain never stops coming down. Not only are the droplets pounding against the ship and Snake, but they're hitting the camera as well. The wind blows – rocking the ship back and forth, and flapping Snake's headband – and the heavens thunder as you move about the ship. There is ambient fog and steam, lights flickering on and off, a subtle soundtrack plays in the background to help set the mood. Heck...there is about anything and everything you would see in any of today's high-budget movies – it's simply amazing.

Metal Gear Solid 2's graphical wonders don't stop as you enter the ship either. Both enemy soldiers and Snake cast position-revealing shadows as you explore the surroundings. Even objects in the environment take on a life of their own as bullets ricochet, bottles and glass break, and pipes burst. Snake can also interact with his environment. For example, he can open lockers and other objects (which leads to hilarity in the demo when Snake opens a locker to hide

an enemy body and he discovers a pinup girl poster inside).

Though the environments are simply remarkable, the gameplay hasn't changed much. The camera views are very similar to the PlayStation incarnation, utilizing overhead and cinematic techniques to help tell the tale. Even the radar has returned – complete with enemy's line-of-site – to help you navigate. This somewhat limits your view of the environments, but since you use the first-person perspective for most firefights, you certainly aren't chained to the overhead view like the previous game.

The enemy AI, while certainly not complete, doesn't look to be much of a leap over the previous version either. You can shoot a tranquilizer dart into a guard, and his buddy will just watch him drop with no thought of danger. This, of course, is to help make the game more playable, but realists will have a problem with these little faults. There are some new enemy interactions that are a nice touch, however. When you sneak up on a guard and hold him at gunpoint – he'll shake and beg that you let him live. Also, the enemy routines are much more advanced



Peek around corners to survey the situation



The familiar overhead camera is back

GAMEPLAY

as they will search a room military style. Once alerted to your presence, the soldiers will work together and follow standard issue military tactics to take out a single target. Firefights will be a rush, to say the least, with you popping around corners taking out the enemy as they descend on their target.

Unfortunately, our time with Metal Gear Solid 2 was short. There are still many things left to learn about this monster, but there is one thing we are certain about – the game is gorgeous. You can also be sure that Hideo Kojima will weave a tale that will touch on the supernatural, hit home with a bold political statement, and fascinate us with wonderful technology and ingenious gameplay.



A stylized illustration of a woman with short black hair and a black turtleneck, holding a handgun. She is looking over her shoulder with a serious expression. The background is bright yellow.





THESE TWO LADIES PUT THE ASS IN ASSASSIN.



New Motion FX 3D technology makes for the most breathtaking anim  ever seen on a gaming console.



Enemies react with cunning AI as you try to obliterate them with an expanded arsenal of deadly weaponry.



Gameplay and cinemax stream seamlessly straight off the CD, eliminating load times after death sequences.



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KILLER CAR CRAVES PLAYSTATION 2, FINGERS

GI

AMERICA'S FAVORITE VIDEO GAME WEEKLY

EXAMINER

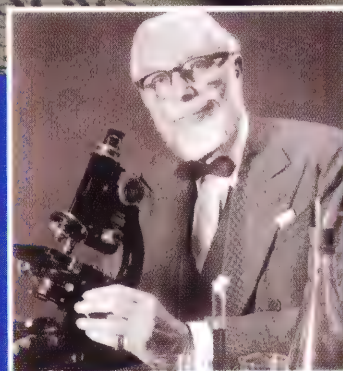
Tales From The Wrong Side Of Video Games \$1.79 U.S. • FEBRUARY 2000

GAME HAUNTS PLAYER FROM BEYOND THE GRAVE!

SHOCKING PROOF
OF LIFE AFTER
SMASHING!

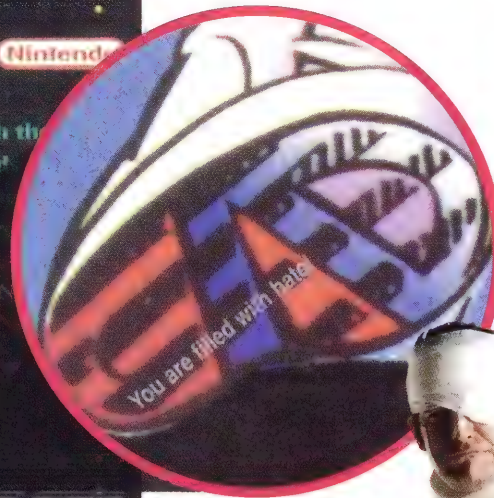
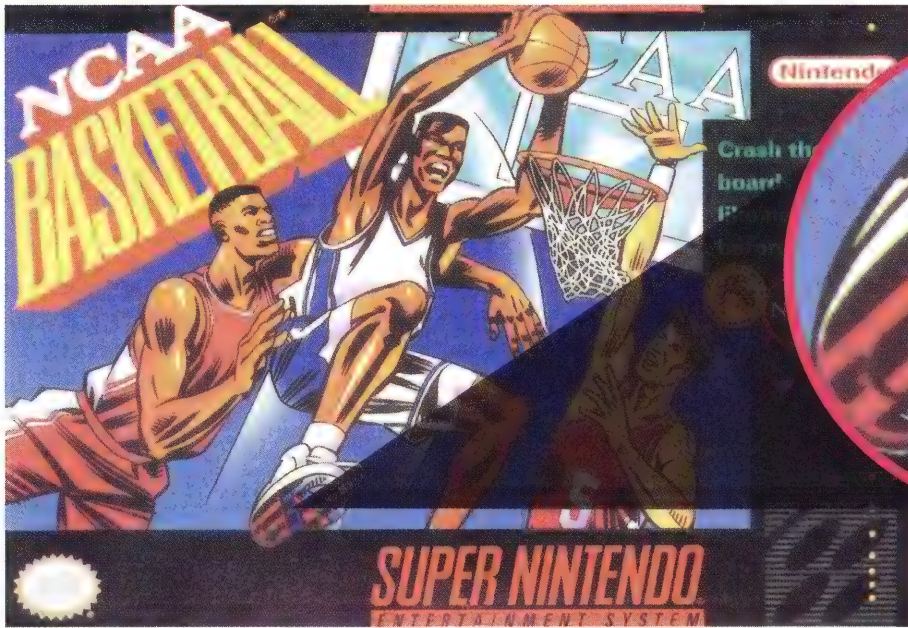


**TOUR BUS
TATTLETALE
TELLS ALL**



**WORLD
EXCLUSIVE!
ALL GAMES
CHEAT!**

NCAA Basketball Turns Pacifists To Punchers



Some suggest that possible hidden subliminal messages may be to blame for the reported outbursts of violence NCAA Basketball for SNES has been rumored to cause

BY ARLUS FOXBOROUGH – Staff Writer

THE reports are in! Prompted by the recent focus on video game violence brought on by the US Presidential campaigns, a private agency performed a large-scale survey studying video games' effect on the human psyche. The focus testing of nearly three people uncovered a surprising fact – not all video games cause violent behavior, only one does. NCAA Basketball for the Super Nintendo was found to be the sole cause of malicious behavior in young adults. In an exclusive interview with Dr. Rhino, head moderator of the survey, the harrowing tale of the main case study was told to the GI Examiner staff.

Subject Reindeer, as he is named in the report, had just gotten off the bus after school and asked one of his closest friends, code named Subject Marco, if he would like to play some Super Nintendo. The normally cheerful Marco happily consented to the idea, and both went to Reindeer's house. The cartridge they decided to plug in on that fateful day was NCAA Basketball.

Both were very skilled at the game, which resulted in one of the most heated competitions ever experienced by either player, with the scoring gap

never exceeding a couple of points. With but a few seconds left, Reindeer used the Mode 7 camera shift to get around Marco's defense, then launched a half-court, three-point shot. Just as the clock buzzed, the desperation shot went in with a "swoosh!"

Naturally, Reindeer jumped up and began celebrating his narrow victory with an amusing dance. Unfortunately, Marco was not entertained by Reindeer's revelry. He promptly stood up and punched Reindeer squarely in the face. A wrestling match between the two former friends quickly broke out, causing no small amount of collateral damage to Reindeer's room. Before a clear victor in the fight could be determined, Reindeer ordered Marco to leave his house.

"I...uh, I mean...Reindeer has never talked to that jerk again!" Reported Dr. Rhino, going on to say that Marco was probably doing something stupid somewhere smelly.

So the next time you hear someone accuse video games of being too violent, remember to tell them, "No they aren't. It's all NCAA Basketball's fault. I read all about it in GI Examiner!"



A computer simulation of what NCAA Basketball can do to victims

Car Eats **PS2 For** **Lunch,** **Fingers** **For** **Dessert!**

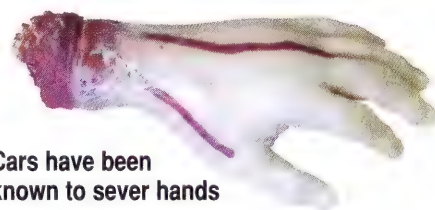


BY FRITZ SEVILLE – Field Reporter

THE launch of the PlayStation 2 caused elation in those able to acquire one and agony in those forced to go without, but Darin Niedemeyer got a taste of both ends of the emotional spectrum on the morning of October 26, 2000. Having just purchased a PS2 at a large retail chain, Darin was hurriedly making his way to his vehicle so he could go home and spend all day with his new console and the two games he bought for it.

Perhaps Darin rushed a bit too much, however, for as he made his way across the parking lot, he tripped, sending his new PlayStation 2 sprawling to the pavement. The fall didn't harm the system in the least, but the Buick backing out towards it was about to. Without thinking, Darin dived to save his \$400 investment. The killer car mercilessly crushed the PS2, the games, and two of Niedemeyer's fingers.

"It was the worst moment in my life," said Darin in a fit of understatement. At press time, the PS2 had yet to be replaced and the fingers had yet to heal.

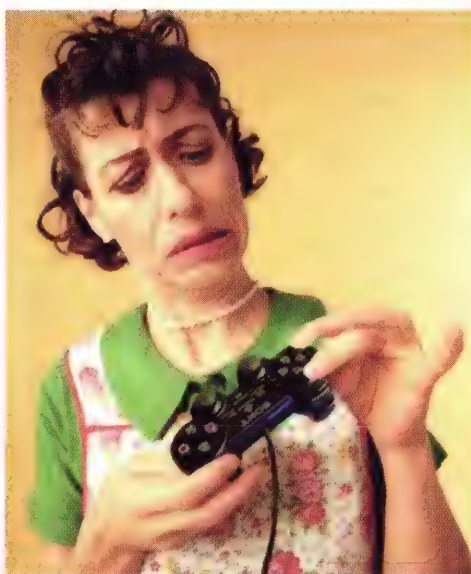


Cars have been known to sever hands

GI AMERICA'S FAVORITE VIDEO GAME MAGAZINE
EXAMINER
Tales From The Wrong Side of Video Games

GI Examiner is a journal of mostly true stories and opinions published very rarely by Game Informer Magazine. Articles are based upon tales told to our reporters by readers of Game Informer. GI Examiner cannot vouch for the authenticity of these stories, nor the accuracy of their presentation. Names have been changed often and without reason.

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	Opinion Columnist
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	Special Thanks
	Shaun Handschuh
	Ril Manifold
	Darin Niedemeyer
	Jonathan Riefler



Studies Show, Mom Ruins Most Games

In a phone poll conducted by GI Examiner, it was found that mom was responsible for nearly 90% of video game mishaps. Whether unplugging consoles to vacuum, cleaning games into the garbage, or insisting that family takes precedence over character advancement, mom is usually to blame for what goes wrong in video game players' lives. Other, less common reasons cited for games going bad were dad, brother, sister, and Splotches the cat.

WHY YOU SHOULD NEVER FINISH GAMES

BY BAYOU BILLY X – Opinion Columnist



People are always writing to me and bragging about how they finished such and such a game in world record time, thinking I give a rat's patootie. I learned a long time ago that completing games is for the birds.

I finished my first (and only) game when I was a strapping lad. Thirty-two years young, I was playing Fester's Quest in my mother's room – NES on the floor, TV on the dresser. I finally beat this game that had been my personal nemesis for months, and got so excited I started jumping up and down on her bed.

The vibration from my gleeful frolicking shook the television off the dresser. It fell onto my Nintendo, and both units shattered into many pieces. My mom nearly kicked me out of the house right then and there! Luckily I was able to convince her to let me stay by offering to cook my own grilled cheese sandwiches – something I've been doing every day for the last ten years, I might add. That's when I learned to never finish games, and you shouldn't either.

In the next issue, I'll talk about why people should never work as living mannequins. Until then, I'll see you somewhere sailing down the bayou!

Bad Puppy Now Pound Bound Unless You Can Save Him!

BY DAN J CHRISTENSEN – Staff Writer

Petey was a good little doggy that loved his master very much. He loved to play in the yard and then sleep in his bed made from an old blanket and a wicker laundry basket. Petey's favorite thing to do was sit loyally next to his owner as he played his PlayStation. One day, the cute puppy's most beloved person got up to make a snack. Petey tried to follow along, wagging his fluffy tail in excitement, but his stern and unwatchful master closed the door before Petey's tiny puppy legs could get through the opening. Petey wanted a snack too, and made the first small mistake he ever made in his young life. Petey decided to chew on some cords, and accidentally chewed on a controller and some games, too! Upon returning, Petey's mean old master gruffly yanked him up by the skin of his neck, shook him angrily, and decided to send him to the pound...unless readers of GI Examiner say otherwise!



WHAT DO YOU THINK?

☐

YES: Dogs that chew cords should be banished to puppy purgatory forever!

☐

NO: Only an absolute monster would get rid of an innocent doggy like Petey!

SEND YOUR VOTE TO:

GI Examiner • Save Petey!

10120 W 76th St • Eden Prairie, MN 55344

OPEN HOUSE OPEN SEASON FOR THIEVES

BY TANDY VERLEZZA – Field Reporter

Shaun Handschuh's dreams of selling his house soon turned into a nightmare when he realized some of the people that had toured his home took a few souvenirs with them. At the ending of the open house, Shaun discovered that three of his Nintendo 64 cartridges and five of his Dreamcast discs were missing.

"The cops found the guy, but he had already pawned my games," laments the pilfered party. Handschuh declined to comment on whether his house sold or not.



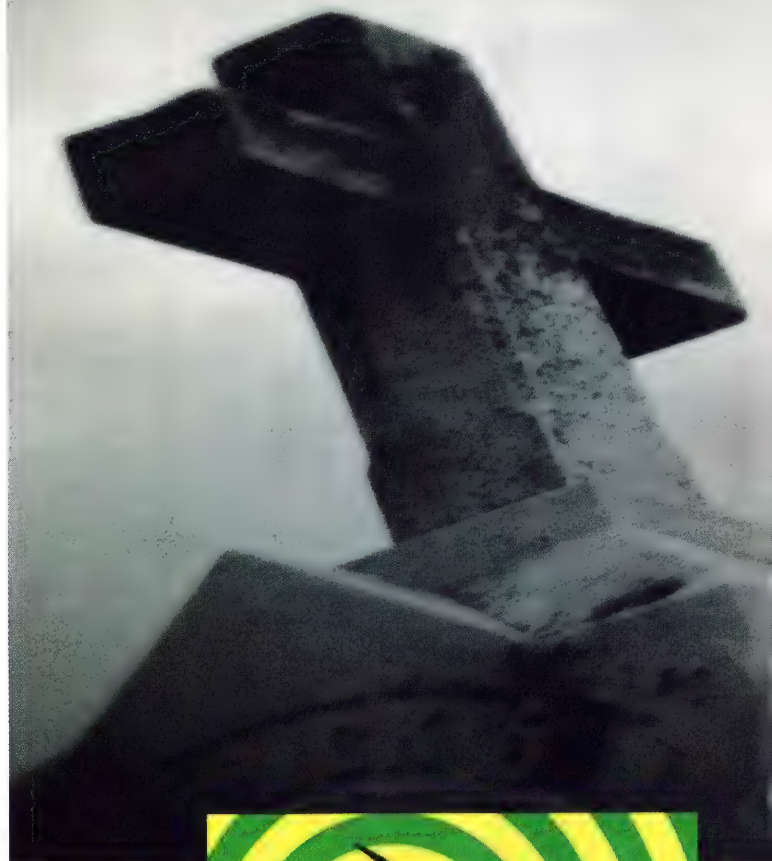
DISCARDED

GAME

REFUSES

TO DIE!

***CONTINUALLY RETURNS TO
HAUNT OWNER!***



BY AMIIR TOLLDECKER – Foreign Correspondent

GRANADA, SPAIN – Little did Ril Manifold know that a short outburst of anger as a youth would cause the game he hated to haunt him for the rest of his life!

"This is not possible!" Yells Ril from within his newly rented apartment in Spain. Once again the ghost of gaming past has appeared on his television screen – the same game that's been chasing him for over ten years! In the time since he thought himself first rid of the cartridge from hell, Ril has changed living quarters, game systems, and even televisions, but no matter where he goes or what he tries, Alex Kidd In Miracle World for the Sega Master System always returns to his small screen.

"My cousin and I were in a heavy competition on that game," Ril shakily told our reporter after retreating to the streets to escape the poltergeist prone area. "Whenever your game was over, you

had to relinquish the controller to the other person and sit helplessly as they played the levels that you had not had the pleasure of yourself. I was on a board that featured an electrifying cloud and several boulder obstacles. I was on my last man, but I knew that I could get a free guy if I could just get past this level."

"It's been ruining my life for too long...I curse that infamous glitch!"

Revealing his story past this point was very difficult for Mr. Manifold, but in the hopes that the many psychics and exorcists that read GI Examiner





Desperate to be rid of his 8-bit curse, Ril has tried many different ways to permanently remove Alex Kidd from his life. He even went so far as to hire six of the world's best clergymen electricians to perform a day-long ritual on himself, his outlets, and



The open grave of the undead Sega Master System

all his plug-in and battery-operated devices, but to no avail. Psychics gifted in the removal of electrokinetic possessions are encouraged to contact Mr. Manifold via telepathy.

"It's been ruining my life for too long," says Ril. "I curse that infamous glitch!"

GAME BANNED FOR WRONG REASONS

BY ARTURO SANDUSKY – National Affairs

Mr. and Mrs. Avegetti of Buffalo, NY surprised no one in the community when they banned their son from playing the NES game, *Rush 'N Attack*. It was their reasons why, however, that set the city council on ear! The preposterous parents outlawed the game because they didn't like the fact that the main character often ran around stabbing people.

"I just naturally assumed they didn't like the Russian undertones like the rest of us," said an incredulous neighbor. "Whoever heard of a game being too violent? What do they think it is, NCAA Basketball or something?"

It is believed the Avegettis will soon be moving at the unanimous request of all those in the vicinity.

might be able to help him, he continued. "The stupid game all of a sudden squeezed me under this block for some unknown reason. Due to this major glitch, I was killed and the game was over!"

"I was so angry, I picked up the Sega, which was still connected to the television and the electrical outlet, and flung it through my bedroom window." Recounts Ril, still with a tinge of venom in his voice, despite this event happening over ten years ago.

"My cousin was laughing at me as I stood there, unable to believe what I just did. My mother yelled up from downstairs, insisting that I tell her what was going on. Trying to come up with the best lie I could, I said, 'This math problem was getting on my nerves so I tossed the math book through the window!' It was after this when I noticed that Alex Kidd was still playing on the television."

After visually verifying that he did indeed throw the Sega Master System and the vexing game out

the window, and checking to make sure there was no connection, Ril told our GI Examiner correspondent that he grew very frightened. Before he or his cousin could show anyone else what was happening, however, the display on the television winked out.

Thinking nothing of it for over a year, Ril's family eventually bought him another home video game console. The haunting began soon after. For the last decade, Manifold has been unable to play a game or watch TV alone, lest the title screen for Alex Kidd In Miracle World inexplicably appear.

"I have tried finishing the game when it appears on my other systems," Ril anxiously describes. "Before I can ever get close to finishing the game, though, someone will call me, come into the room – even a knock at my door will cause the game to disappear again. I don't know if the game wants me to get through Miracle World, if it wants me to keep playing it until I die, or what!"

TRUE TALES OF THE TOUR BUS

It's Not All Games, Glamour, and Girls!

BY WILLIAM LAWRENCE – Field Reporter

Many of our readers probably think that travelling across this great nation of ours on a tour bus, stopping to taste the delights of every city along the way, is every person's dream come true. Not so! One of our roving reporters caught up with a certain star on a certain national Broadway tour and heard certain tell-all facts that make a case to the contrary of common sense.

"The back lounge area of our tour bus is small, but laid out really nice, and it's the place where you spend most of your time," said our anonymous celebrity. "We always have a PlayStation set up in back, and we were in heavenly bliss for the first two weeks of the tour while travelling across the Midwest. We'd have a few beers and beat the crap out of each other in NHL Hockey. It was great! What else is there to look at in Kansas anyway?"

This idyllic lifestyle soon transformed into one of heartache, however, says our precocious performer. "We were somewhere in Canada, and after a show we went to the back lounge to find the place a total mess. Beer, food, and many now unrecognizable things were scattered and stuck everywhere.

"I started yelling at everyone and found out that there were no less than 20 people on the bus the

previous night. We were all mad, but there was nothing to do but clean up. It was horrible."

"We were surprised when we found out who let all those people aboard the bus..."

Having problems picturing a renowned superstar scrubbing floors? Wait until you hear what

happened next! "I started to realize that some games were missing. Then I found some that were broken or that had been used as Frisbees. The worst was the PlayStation. It had been completely violated!"

Through tears, our sensational somebody was barely able to continue. "There was food inside of it, and there was so much beer poured all over it that when I turned it on its side, the liquid that streamed out could have filled a pint glass. The entire thing, inside and out, was covered with cigarette ashes."

Naturally, the famous person who shared this story with us could afford to buy a thousand PlayStations to replace the one that was lost, but



that didn't mean he would go without his deserved revenge. "We were surprised when we found out who let all those people aboard the bus," gleefully gloated our gala go-to guy. "He doesn't drink or smoke, and his only excuse was wanting to have fun like the rest of us.

"We finally left the Canadian countryside, and made way for the warm sun of Florida. After traveling through the back roads of the US, we arrived in Fort Lauderdale and untied the perpetrator from the top of the bus. We gave him his clothes back and asked if he learned his lesson. He spit out a mouthful of bugs and said, 'Yes I did. Can I go to the beach and pick up girls with you guys?' To which we all yelled, 'NO!'"

Celebrities. What would we do without them?

Tour bus stowaway



**Who is our
mystery
celebrity?**



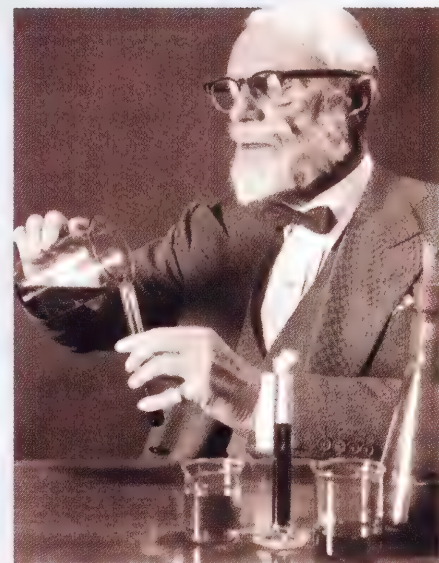
All Games Cheat!

BY LINDSAY GROUSEN – Staff Writer

SCIENTISTS at the Real Research Center of Tulsa have just released findings that prove what gamers have been asserting for the last 25 years – games cheat!

"Once our years of study unequivocally proved that not all controllers were malfunctioning, this breakthrough discovery came rather quickly," says Dr. Edward Lindbalm. "It turns out that all computers built since 1962 have unknowingly had a deception algorithm implanted into their fairness processors, causing the level of cheating that has been witnessed by game players for over a quarter of a century."

Celebration of the finale of this investigation didn't last long, however. The lab technicians at the Real Research Center started working straightaway on proving their next big theory – playing games is good exercise.



Possessed PlayStation Only Plays Poor Games

BY DAN SCHIELDS – Staff Writer



JONATHAN Riefler's PlayStation served faithfully for three and a half years as a great game machine. At least it did until it became possessed by Satan! It was on March 4, 2000 when the problem first manifested: the same day Riefler bought WWF SmackDown.

Stopping over at a friend's house on his way back from the store, Jonathan reports that the game worked fine on his companion's PS-X. A few hours later, he said goodbye to his buddy, heading home with the hope of creating Kurt Angle for Career mode. Arriving at his abode, Riefler immediately popped SmackDown into his personal grey box, only to find the game would not load past the Sony logo screen.

Upset but undaunted, Riefler exchanged what he thought was a defective game the next day for a new copy. He once more found that SmackDown wouldn't work, and discovered a special surprise when he opened his PlayStation's lid – a pentagram burned on the top of the disc! In absolute disbelief that the unholy host could be ensconced within his console, Jonathan tested his entire library to see if any game would function properly. Most of his titles would not load. The few that did work included Fighting Force 2, Army Men: World War, Batman Beyond: Return of the Joker, and WCW Backstage Assault.

Although embarrassed to admit ownership of such a cadre of stinkers, Riefler says it was the fact that these games alone functioned that convinced him that his PlayStation was Lucifer infested. Officials from Vatican City were sent immediately to retrieve the fiendish machine, but upon arrival found that Jonathan had already gotten rid of it at his local used gaming store as a partial trade-in for a non-hexed Dreamcast.





Unsung, Unappreciated, and Overlooked

Game Informer salutes the 14 best games you've never played

Brilliance has never been a guarantee of commercial success. Neither has critical praise. Vincent Van Gogh, considered by many the greatest painter to ever hold a brush, never sold a painting during his lifetime. Seminal art-rockers the Velvet Underground, who could nearly wallpaper their homes with reams of glowing articles and reviews, boast not a gold or platinum record for all their accomplishments. Watching an hour of television should be enough to convince anyone that the American public doesn't necessarily value intelligence or innovation. The WB Network, anyone?

Although we would argue that there is less of a disparity between quality and popularity in video games than in other forms of entertainment, the sad fact is that many times great games fall through the cracks. Sometimes it is a simple matter of economics: a game is published by a company that was unable to give it the proper marketing push it deserved. Sometimes it's a matter of fate: a game is released for a system that was in the final throes of death. In other instances, the game was simply too far ahead of its time for a public accustomed to familiar concepts and assembly line sequels. Or perhaps

there are just too many stupid people in this world. Can you think of one good reason why *Dukes of Hazzard: Racing for Home* outsold *Tomba 2*? We can't.

In writing this article, Game Informer sought to bring some of these hidden gems to light. After much discussion, some pleasant trips down memory lane, and a few hours spent plundering the GI Vault, we selected 14 games that, despite offering some breathtaking gameplay experiences, never won the hearts (or dollars) of consumers. The selection process was difficult, as everyone had some personal choices that were left off the list. Reiner is

still whining about the exclusion of *Spanky's Quest* for SNES, while Matt almost cried when we axed his beloved Atari 2600 classic *H.E.R.O.* So a word of warning – This list is not meant to be definitive, as every gamer has at least one or two oddball favorites in his or her closet. Rather, it's simply intended to be a guide to some of the great games that you might have missed over the years. So read on, then head online or to your nearest used game store and start tracking down some of these forgotten treasures.

NO ONE CAN STOP MR. DOMINO

(1998) – PlayStation

No list of cult favorites would be complete without at least one game created by the kooky gents of ArtDink, Japan's premier purveyor of weird. ArtDink's bizarre creations could easily warrant an article in themselves. From the obtuse and complex mecha game, *Carnage Heart*, in which players were required to not only build, but program the AI of their own mechas, to *Tail of the Sun*, a strange multigenerational caveman sim, ArtDink has a knack for making games that defy categorization. We've selected *No One Can Stop Mr. Domino* over the aforementioned titles because it was the one instance in which ArtDink's far-out concept translated into a game that was actually playable and fun.

Mr. Domino took the basic premise of dominoes, added booby traps reminiscent of the classic board game *Mousetrap*, and threw in a dash of platforming to create a beguiling puzzle game. Your character runs around a circular track, leaving dominoes behind him. You must connect your dominoes by hitting switches, which activate mechanisms that trigger your next string. Although not graphically advanced, Mr. Domino featured a unique anime-influenced style that packed some hilarious visual punchlines. Those of you who made it to level three and defrocked the buxom teenage hottie know what we mean.

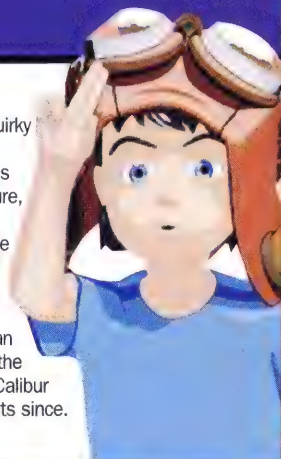


TOY COMMANDER

(1999) – Dreamcast

While *Toy Commander* was certainly well received by the gaming press, this quirky action title seemed to get lost in the all the hubbub surrounding the Dreamcast launch. Consumers dazzled by the Dreamcast's unprecedented graphical abilities flocked to high-profile releases such as *Soul Calibur*, *NFL 2K*, and *Sonic Adventure*, ensuring that *Toy Commander* never won the mass audience it deserved.

A year and a half later, *Toy Commander* still stands as the best pure action title released on the Dreamcast. The game's huge variety of vehicles, ultra-challenging missions, and wacky sense of humor give it a replay value that few first-generation DC titles can match. Most admirable is the way that the developers re-created the imaginative world of childhood, in which every suburban rambler is a fantasyland where toys and household appliances come alive, and the kitchen sink is really an ocean teeming with adventure. Although we rated *Soul Calibur* higher at the time, *Toy Commander* has spent much more time in our Dreamcasts since. For action fans, this game is a must-buy.



BLAST CORPS

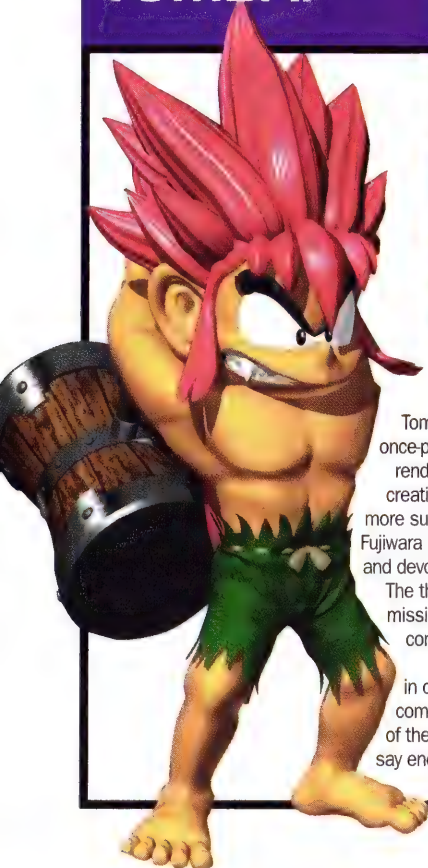
(1997) – Nintendo 64

Blast Corps, released in the early days of the N64, was published under the venerable Nintendo banner, but received little in the way of marketing or advertising. Although well received by the press, Blast Corps stands as an uncommon commercial failure for Rare, a development house most often associated with blockbuster games like Donkey Kong Country and Perfect Dark. The game's failure was especially unfortunate for early N64 owners, who were already struggling with the system's now-notorious lack of quality software.

While not especially complex, Blast Corps succeeds in satisfying one's basic human desire to blow stuff up real good. While piloting a number of different vehicles and mechas, players must destroy cities, clear paths for supply vehicles, and generally lay waste to the helpless landscape. Mastery of each of the various vehicle types is a must, as later missions required switching between vehicles to complete the level goals. Although easy at first, the difficulty is swiftly ramped up, making Blast Corps a challenging and visceral gaming experience.



TOMBA!



(1997) – PlayStation

Tomba represents the ultimate evolution of the 2D side-scrolling platformer, a once-proud genre that is now all but dead in these days of polygons and fully rendered three-dimensional worlds. Few games can match Tomba in terms of creativity and scope, and it is, in many ways, every bit as epic as Miyamoto's more successful (and graphically flashy) Legend of Zelda series. Created by Tokuro Fujiwara (the man behind Ghosts & Goblins), Tomba reflects his relentless intellect and devotion to making games that break convention.

The thing that distinguishes Tomba from the pack is its almost innumerable missions. Nearly every action you take spawns a new event, and oftentimes completing a task will earn you one or two new chores to perform. The events range from the ridiculous (collecting fireflies) to the sublime (biting dwarves in order to learn their language), and occur at a rate that boggles the mind. In completing this (seemingly) endless quest, you'll experience platforming action of the highest order, and put our pink-coiffed acrobat through his paces. We can't say enough about this game, other than that you need to play it. We also highly recommend the equally stellar Tomba! 2: The Evil Swine Return.



I, ROBOT

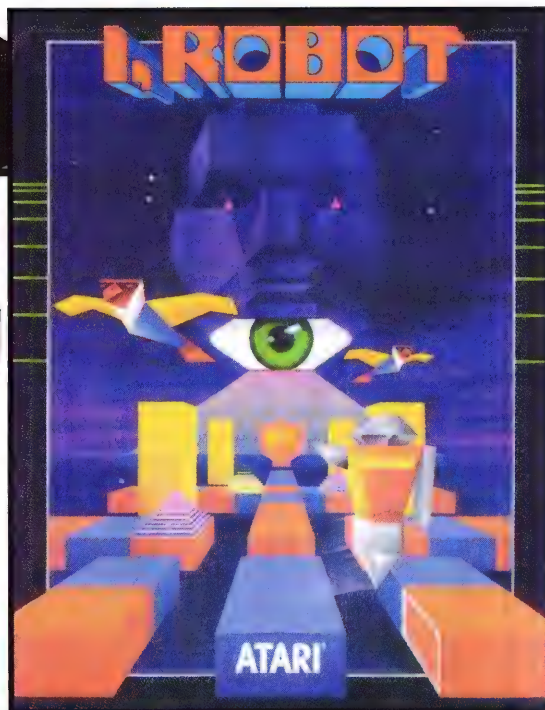
(1984) – Arcade

Created by old school master Dave Theurer (Tempest), I, Robot practically defines the term "ahead of its time." This pioneering game's primary innovation were graphics that featured filled-in fully 3D polygonal characters, something that would not grace a home system until nearly ten years later. It is even rumored that the Star Fox boss, Andros, was modeled after I, Robot's forth level boss as a tribute of sorts. Suffice it to say that after seeing I, Robot, you will not believe that it is a game from 1984. Quite simply, it is leagues ahead of anything else that was released at the time. But the polygonal graphics aren't all; the game also featured multiple camera angles and a zoom function that increases the scoring multiplier based on how low your angle is.

Unfortunately, like many pioneers, I, Robot suffered a cruel fate. It was released just as the original Atari was wheezing its last death rattle, and reportedly, company officials were not enthusiastic about the project. This chilly atmosphere, coupled with Atari's financial woes, resulted in less than half of the 1,200 to 1,500 I, Robot units produced being shipped to the arcades. Interestingly, the remaining units were to be shipped to Namco in Japan (the company was considering buying Atari at the time), but would never reach their destination. Apparently, Atari instructed the deckhands to throw the cabinets to a watery Pacific grave after negotiations with Namco hit an impasse while the ship was en route to Japan. The units that did make it to the public were generally not popular, largely because consumers found the advanced visuals off-putting and a bit bizarre compared to the simple graphics they were used to.

It's a shame, because the game is actually good fun. The basic premise is similar to that of Crystal Castles, in that you must navigate your robot over the playing field, turning red blocks blue. Leaping between blocks becomes hazardous, as you cannot jump when the imposing giant eye in the background turns red. These puzzle levels are interspersed with Tempest-esque shooter stages, which also provide a stiff challenge. An odd minigame, called Doodle City, allowed players to draw animated pictures using every kind of polygon in the game. This psychedelic mode had no purpose, other than to make I, Robot even more unusual.

This rare arcade cabinet is nearly impossible to find, and probably very expensive if you do, but thanks to the wonders of the Internet anyone can experience Theurer's overlooked masterwork. We found a good (and free) emulator at www.emulation.net



GUNSTAR HEROES



(1993) – Genesis

If your action skills have atrophied as a result of too many RPGs, we suggest you track down a used copy of Gunstar Heroes and strap yourself in. This Treasure creation fulfilled the dreams of early '90s Sega owners hoping for a Contra-style game for the Genesis, and in turn probably gave them nightmares due to post-traumatic shock associated with the harrowing gunplay contained within. This two-player side-scrolling shooter dishes out vicious combat the likes of which make Contra seem like the proverbial walk in the park. Just hit the on button, and attempt to maintain your battlefield composure as enemies swarm like packs of rabid dogs, explosive blasts obscure your vision, and all hell breaks loose. For weapons geeks, there are tons of upgrades; and also a few hand-to-hand grapples and slides thrown into the mix. This game is at turns addictive and frustrating, amazing and exhausting. In other words, everything a great shooter should be. We would also advise shooter fanatics to check out some of Treasure's more recent works, especially last year's Silhouette Mirage for the PlayStation.



MAGICIAN LORD

(1990) – Neo Geo

Here's a perfect example of a game that never had a chance. On the surface, Magician Lord seems to have all the key elements for success – great gameplay, beautiful graphics, interesting character designs, and cool power-ups. So why was this title doomed from the start? Simple – because it

was released for the Neo Geo. For those of you that don't remember, the Neo Geo was released for both the arcade and the home. The units were nearly identical in architecture, which meant that the home system carried a steep \$400 price tag, and game carts cost around \$200 each. At these exorbitant prices, it's no wonder few gamers actually bought the Neo Geo. In 1999, news surfaced regarding a possible port of Magician Lord to the Neo Geo Pocket Color, but as we all know, that lamented handheld fared no better than the original Neo Geo.

Magician Lord displayed the (for its day) advanced graphical abilities of the Neo Geo in fine style with awesome spell and explosive effects. The game was a fairly standard side-scrolling action title, distinguished by the main character's ability to morph into four different forms: The Dragon Warrior, Raijin, Poseidon, and Shinobi (a cool samurai character). The game also pioneered the use of memory cards to transport players' save data between the arcade and home, something Sega has attempted with the Dreamcast. Extremely challenging and extremely fun, Magician Lord is definitely a game worth hunting down (if you can afford it). It's a big budget, high-powered 2D game, a style that is rarely seen today.



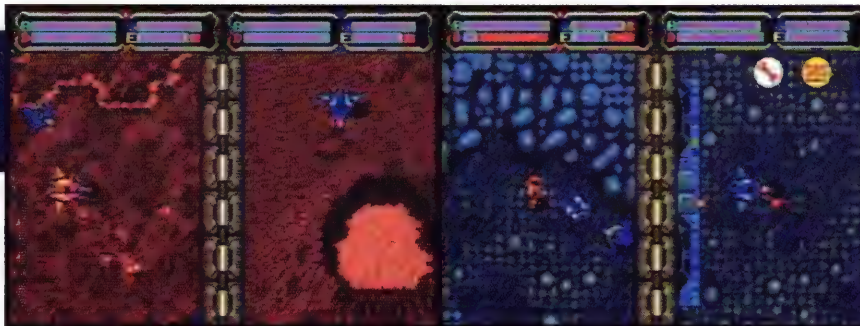
HERZOG ZWEI

(1989) – Genesis

If this game had never released, Erik and Kristian's lives would have no meaning. Herzog Zwei almost single-handedly invented the real-time strategy game, a genre that has become a staple of the PC scene thanks to such massive hits as Command & Conquer and Warcraft. Although this title was never much of a success commercially, it introduced most of the concepts that are the foundation of modern-day RTS games.

The basic goal was to destroy the enemy's base. In the campaign, using your transforming plane (similar to the Veritech Fighters from Robotech) to place units and defenses, and give basic battle commands to your forces was the key to victory on the 2D battlefield. Money, which was necessary to buy new units, was earned through occupation of neutral bases. The game featured a satisfying one-player mode, coupled with a two-player split-screen that remains dangerously addictive to this day.

While some would argue that Dune II really defined the RTS, Herzog Zwei is undoubtedly the first, and some would say, still one of the best.



SECRET OF EVERMORE

(1995) – SNES

Secret of Evermore, a spin-off of to Square's legendary Secret of Mana,

was the first game developed exclusively by Square Soft of America. In an attempt to conquer the Stateside gaming market, SoE was packed with numerous American pop culture references, as well as a wild time-travelling plot infused with a rather goofy sense of humor. Upon its release, RPG fanatics were bitterly divided on the game. Some (Game Informer included) praised the game's graphical flair, creative storyline, and innovative alchemy spell system. Others felt the game was a mere shadow of its superior predecessor, hampered by boring characters and a shallow quest that was over much too quickly.

Although Square had hoped that the game would establish its American development branch as a powerhouse in the industry, the game was a minor commercial disaster. Disappointing sales and some very negative reviews caused Square to abandon its Seattle offices entirely. The division was dissolved, and many of its employees sought refuge at Crave, a newly formed publishing division of SKG based in Seattle. If ever there was a game that deserved to be re-examined, it is Secret of Evermore – the black sheep of the Square family. Those who choose to take a second look will be rewarded with a unique and enjoyable RPG experience.



GOONIES II

(1987) – NES

At first glance, Goonies II appears to be a rather shabby looking platformer based on a movie that never existed. Odd, no? In actuality the game is a sequel to the Goonies, a Konami Famicom title released in Japan in 1986. While its pappy never made it to the US, Goonies II released to little fanfare, quietly became a cult hit once gamers began to realize that the game was actually a fairly complicated adventure title similar in design to Nintendo's classic 8-bit Metroid.

Despite graphics that are lackluster even by 1987 standards, choppy control, and suspect collision detection, Goonies II succeeds by offering a ton of exploration, items, and strange conversations with non-player characters. An interesting feature of the game are the crude first-person levels, in which players explore rooms and warp zones hidden behind doorways. The game's emphasis on exploration and items make it, in many ways, the precursor to later Konami classics like Castlevania: Symphony of the Night. Used copies of Goonies II sell for around three dollars, making it one of the best bargains around.



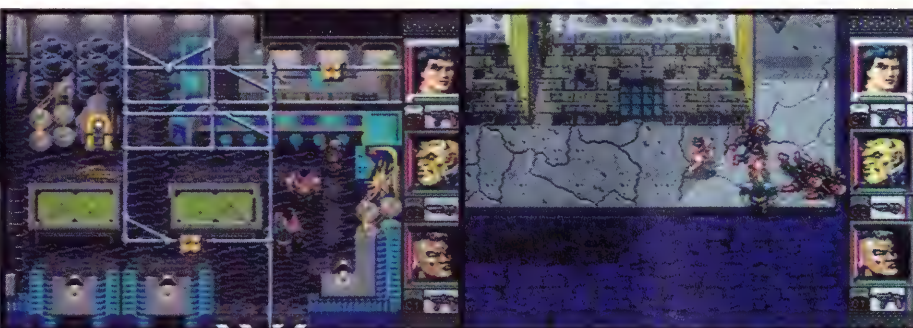
SHADOWRUN

(1994) – Genesis

Based on the popular cyberpunk pencil-and-paper RPG, Shadowrun veered away from the

traditional fantasy oriented themes that has been the staple of role-playing for years. Set in the year 2050 in the early '90s mecca of hip, Seattle, the game portrays a bleak futuristic urban wasteland controlled by megacorporations and shadowy underworld figures. Humans augment their bodies with biotechnology devices called cyberware. Computer hackers (called deckers) perform electronic heists of data and technology. Sound familiar? That's not all – the game even features a cyberspace plane called The Matrix. Whoa.

Whether it's a secret influence of the Wachowski brothers or not, Shadowrun is a fantastic RPG that still captivates. Whether you're hacking into computer terminals, freelancing a little criminal activity, or upgrading your character with cyber eyes and synthetic muscles, there is a ton of depth in terms of gameplay and character development. In our opinion, Shadowrun is the finest Genesis role-playing game ever made.



GUN.SMOKE

(1988) – NES

Gun.Smoke's (the unwieldy punctuation in the title was probably Capcom's way of skirting copyright issues with the old television show) total simplicity belies its utter genius. This game is modest in design yet so beautifully constructed that it accomplishes something that every great game aspires to – it's challenging without being frustrating. The control is so finely honed that you have no doubt that when you die it's your fault, not faulty programming.

Although ostensibly labeled as an action game, Gun.Smoke reveals itself to be the direct descendent of classic arcade space shooters like Galaga and Space Invaders. Wave after wave of frontier baddies descends upon your lone gunman, who dispenses them to the great corral in the sky with rifles, shotguns, and machine guns. A feature unique to the NES version (there was also an arcade Gun.Smoke) was that the levels continued indefinitely until you found the wanted poster of the level boss. Perhaps due to its rather hokey western theme, Gun.Smoke never won the acclaim of Ikari Warriors, but still holds up to endless hours of playtime today.



WEAPONLORD

(1995) – SNES

Upon its release, Game Informer declared WeaponLord, "the toughest, most complicated fighter ever made." Six years later, no fighting game has even come close to challenging its title. Beating the computer requires the player to mount a flawless performance; even defeating one or two characters is an extremely daunting task. The game also features some rather gory fatalities, especially the

decapitations, which allow you to play a brief game of hacky sack with your felled opponents' severed head. If you fancy yourself a fighting game expert, we recommended you to step up to WeaponLord and receive your well-deserved thrashing.

The story of how WeaponLord was created is an interesting one. The game was masterminded by James Goddard, at the time a nationally known Street Fighter champion. Having completely mastered Street Fighter, Goddard sought to create the ultimate fighting game. Hired on by Namco as a designer, Goddard was the one responsible for creating WeaponLord's punishing AI, which effectively neutered many familiar Street Fighter techniques, like corner traps. The computer could also block moves, and then unleash deadly countermoves, which Goddard dubbed the Parry System. This system is still seen today in Namco fighters like Soul Calibur, albeit in a much less challenging form.

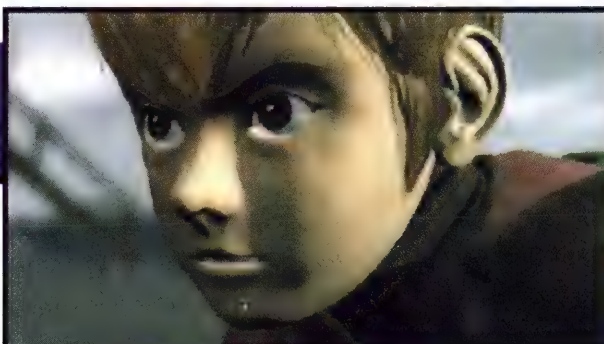


PANZER DRAGON SAGA

(1998) – Saturn

Of all the games on our list, Panzer Dragoon Saga is by far the best, and the most unjustly overlooked. Released in 1998, just as the Saturn was slipping into the sands of time, Sega released this RPG masterpiece. Seeing the writing on the wall for its ill-fated console, Sega only manufactured a reported 6,000 copies of Panzer Dragoon Saga for US release. Although the game received extremely enthusiastic reviews, any Saturn owners that hadn't yet put their system in mothballs were hard-pressed to find a copy of the game at their local retailer. As a result, the game is highly prized by collectors. We've seen copies fetch upwards of \$80 on eBay.

Even at \$80, Panzer Dragoon Saga is a great value. It is every bit the equal of any of the Final Fantasy series, featuring the best graphics ever seen on the Saturn, an engrossing storyline, and a brilliant combat system. Combat was unique in that battlefield position was a key element to success. There are four quadrants around an enemy, and you can position yourself relative to its weak spots, or in defensive positions in which you take less damage. In hindsight, Panzer Dragoon Saga, if released earlier in the system's life, could have well been the game that established the Saturn in America. Its failure ranks as one of the great tragedies in video game history.



HERE'S TO THE LOSERS

Discussion centering on this article resulted in a list of more than fifty games being nominated for inclusion. For various reasons, most of them didn't make the final cut. However, they are all excellent titles that are well worth the time and effort it takes to find them. Here are some other sleeper hits that you might want to check out:



Assault Rigs (1996) – PS-X

Blackthorne (1994) – SNES

James Bond 007 (1983) – Atari 2600

California Games (1989) – Lynx

Chakan: The Forever Man (1992) – Genesis

Dodge 'Em (1981) – Atari 2600

Dragon Force (1996) – Saturn

Dungeon Magic (1990) – NES

Dynamite Heddy (1994) – Genesis

H.E.R.O. (1984) – Atari 2600

Immercenary (1995) – 3DO

Little Computer People (1986) – Commodore 64

Loom (1990) – PC

Looping (1982) – Arcade

Magic Knight Rayearth (1998) – Saturn

Maken X (2000) – DC



Military Madness (1989) – TurboGrafx

Milon's Secret Castle (1988) – NES

Rising Zan (1999) – PS-X

Rogue Trip (1998) – PS-X

Shining Force III (1998) – Saturn

Skate or Die: Tour De Thrash (1991) – GB

Soul Blazer (1992) – SNES

Spanky's Quest (1992) – SNES

Sword of the Berserk (2000) – DC

Tactics Ogre (1997) – SNES

Ten Pin Alley (1996) – PS-X

The Neverhood (1996) – PC

Wanderers From Y's (1989) – TurboGrafx CD

Warhawk (1995) – PS-X

Zanac (1987) – NES

PREVIEWS



The trains actually move so you'll have to look both ways before you cross



Hmmm...what is that arrow actually pointing at?



The on-the-fly camera system allows you to get virtually any perspective



Kickin' it out in the sand



There are 20 different ATVs to choose from

PLAYSTATION 2

ATV OFFROAD FURY

ATV MADNESS

The appearance of ATV Offroad Fury on Sony's PlayStation 2 lineup was indeed a surprise. It came out of nowhere. But as we found out, this title has actually been around for many years – it was just in a different form. Developed by Rainbow Studios, the house responsible for the PC games Motocross Madness 1 and 2, ATV Offroad Fury clearly gathers much of its inspiration from these titles.

The obvious distinction that can be made between Offroad Fury and Motocross Madness is as simple as two wheels. While Motocross Madness offers motorized bikes of the two-wheeled variety, Offroad Fury explores the world of those machines with four. With the essentials of each school of racing remaining the same, an ATV offers the same speed, jumps, and excitement of motocross – except there is less of a chance of tipping over when you have stopped.

The game is sectioned off into some rather typical off-road racing sections that include supercross and other high-flying racing environments. With a total of 20 courses, some tracks offer simple laps through a stadium environment, while others give you

open expanses to explore and navigate. Many of the tracks have been designed by an actual motocross aficionado and champion, Stephane "RonRon" Roncada. He didn't just contribute his name, but actually did the entire computer modeling for tracks in ATV Offroad Fury, as well as helping with game design in Motocross Madness 2.

Continued on page 46



Pull back, hit the throttle, and ride a wheelie

■ **STYLE** 1 TO 4-PLAYER RACING ■ **PUBLISHER** SONY COMPUTER ENTERTAINMENT AMERICA ■ **DEVELOPER** RAINBOW STUDIOS
■ **RELEASE** JANUARY 16



Each tree is individually modeled and the environments are wide open

Players can adjust the pitch of the ATV to land jumps just right



BARRACUDA 400SLX

T



BARRACUDA YX250Z

H



HONDA 300 EX

E



HONDA 400 EX A

A



BARRACUDA YX250

T



BARRACUDA YX650Z

V



HONDA 400 EX

S



KAWASAKI LAKOTA



KAWASAKI MOJAVE



POLARIS 400



POLARIS 500



Supercross tracks are all about timing and setting up the jumps

GAME INFORMED

45



Offroad Fury has a wide assortment of authentic tricks



Major collision means a major wipe out

Continued from page 44

As we mentioned, there is a selection of the more typical motocross tracks you would see on TNN or ESPN. However, the more interesting elements of Offroad Fury's environmental details are presented within the game's Enduro and Freestyle modes. Here, the player has access to a huge chunk of real estate. Trees, buildings, trains, cars, and of course, enormous jumps, will be scattered across an area spanning a number of virtual miles. Just like in Motocross Madness, Offroad Fury will be partly about riding hard and pulling off huge tricks, and partly about racing cross-country and picking your own course.

The control of the ATVs is focused on setting up and timing jumps correctly. Utilizing an advanced (and rather intuitive) suspension system, the game allows you to control the position of the rider on the machine. In other words, pushing forward on the analog stick will pitch the rider forward on the bike, while pulling back will shift the bad boy's weight to the back. This is a rather simple concept when the machine is in the air. Just like Excitebike, lining up the trajectory of the rider with the contour of the environment is important. However, this shifting is also important before you launch into the air.

The chief designer of ATV Offroad Fury, Robb Rinard, described to us that this title allows you to "pre-load" the ATV for a jump. He stated that it's a common practice for both motocross and ATV racers to shift their weight forward when entering a jump to put an extra weight load on the front suspension. Working in combination with the throttle, a rider will then shift his weight back when exiting the jump to give him a boost into the air. Rinard adds that the game will even have a meter that conveys this pre-load concept to the player. It is aptly called the Pre-Load Meter.

ATV Offroad Fury will also offer a selection of tricks and special moves that make this game just as much about flying as it is about racing. We were told that from outward appearances Offroad will seem to defy gravity, but we were then assured that the physics of the game directly relate to the real physical world. However, the game has been tuned to give you a little leeway when you land.

What we saw was quite impressive to say the least. While the glamour and pageantry of ATV Racing still eludes us, there will certainly be a chance to kindle the 4x4 monster inside when this game is released.



Lining up for the hole shot



RAVAGE 250SLX



RAVAGE 400SLX



YAMAHA BANSHEE



YAMAHA BLASTER



RAVAGE 250SLXA



RAVAGE 400SLXA



YAMAHA BANSHEE A



YAMAHA BLASTER A



YAMAHA RAPTOR



YAMAHA RAPTOR A



YAMAHA WARRIOR





Your quest to stop Z.O.E. will take you deep inside Antilia



Jehuty is easy to maneuver even when knee deep in trench warfare



Melee battles are fast and furious



Use the environment to defeat enemies



Jehuty's shields will save your life more than once



Z.O.E.'s reign of terror must be stopped

PLAYSTATION 2

ZONE OF THE ENDERS

A PLACE CLOSE TO URANUS

Konami's lineup on PlayStation 2 is not limited to Metal Gear Solid 2: Sons of Liberty, but it is slightly ruled by its producer, Hideo Kojima. His other title coming to the PlayStation 2 is Zone of the Enders, but it is not second rate by any means. There is already a wave of hysteria across the Net proclaiming Zone of the Enders as the greatest mecha game ever created, and from what we have seen of it so far, it would be hard to argue.

In the 22nd century, humans have outgrown the planet Earth. Searching for more natural resources, life as we know it has extended out to Mars and as far as the moons of Jupiter. Here, at the "End of the World," the laborers are known as Enders. The Jupiter colony known as Antilia is where the story begins.

Leo Stenbuck, the protagonist of Zone of the Enders, is forced by his bully classmates to steal from the junkyard at a UN Space Force facility. At that same moment, the fanatical military regime, Z.O.E., hijacks the colony, turning the once peaceful Martian mining community into

a war zone. Leo stands in disbelief as the bullies are slaughtered before him, and he even feels a moment of relief as the weight of their influence over him is lifted. But this feeling is short-lived, as Leo feels guilt for being unable to help them in their moment of need. In a panic, he delves deeper into the complex and finds the true reason for the Mars attack – the orbital frame known as Jehuty – which Leo will soon learn is the key to the survival of humankind.

Hideo Kojima, the game's creator, wants Zone of the Enders to not only be a fantastic game, but a lesson on the true value of human life. Leo takes the helm of Jehuty as he sets out to rid the colony of Z.O.E., but there are lessons to be learned other than just kicking Mecha-butt. For example, almost any structure in Zone can be destroyed during battle (and the level of decimation you've achieved is even displayed as a percentage in the right-hand corner of your heads-up display, or HUD), but these structures are likely filled with human inhabitants.





Even bullies deserve to live...well, until they take your lunch money



3D anime-styled graphics give the story a unique feel



So choices must be made during battle – strategies that either sacrifice human life for the good of the whole, or avoid human loss to attain the same goal. Depending on your choices, the story of Zone of the Enders will unfold, and even offer different endings depending on how precious you hold human life.

Between the gorgeous battle scenes, the story is delivered with 3D anime-styled cutscenes. But don't for an instant think Zone of the Enders isn't all about action. Unlike some mecha games, in Zone of the Enders you don't take on one mecha at a time. Jehuty is quite capable of taking on numerous units at one time, and basically from the get-go you will encounter multiple targets.

Here is where Zone of the Enders' silky smooth playcontrol and camera really shine. The left analog stick controls turning, forward and backward movement, while the Δ button and the \times button control height. The primary and secondary weapons are on the \square and \circ respectively, with a very handy shield placed on the shoulders. Unlike Virtual On, which is basically on a single plane, Zone of the Enders' gameplay is fully 3D, enabling you to loop and flip over your enemies.

Numerous weapons are available throughout the game, of both the melee and long-range varieties. Some, like the Phalanx, use the PlayStation 2's analog buttons to its advantage, so that a light pressing of the button puts out a spread of laser shrapnel, while depressing the button fully will unleash a stream of metal-ripping light. Many of the attacks even feature different functions, depending on the range of the target and whether you hold the button or just press it rapidly.

When you add it all up, Zone of the Enders offers many different strategies to use when facing your enemy. From your choice of weapons, to how you like to navigate and dictate the battle through tricky 3D maneuvers, all your skills will be put to the test.

This March, Zone of the Enders will definitely be one of the hottest tickets on PlayStation 2, and as an added bonus, some retailers will offer the first hands-on demo of Metal Gear Solid 2 (reason enough for a purchase alone).



Symbolism perhaps?



Sometimes Leo is a bit of a wussy, but in the end he learns to kick some butt



We have 10 bucks that says the robot wins



Unique mechas await around every turn



The environments are huge

CHARACTERS

Leo Stenbuck

Hero

Age: 14

An introvert who hates battle, this unlikely hero takes the helm of Jehuty, the prototype mecha that could save the human race



The detailing on the orbital frames is impressive

Viola

Rival of Leo

Age: 22

A pilot of the Z.O.E. military, Viola crosses paths with Leo many times at the front lines aboard her trusty orbital frame Neith. This sad woman seeks a place to die on the battlefield



Celvice Klein

Heroine

Age: 14

Originally a volunteer on Antilia who helped orphans, Celvice gets dragged into the battle along with Leo





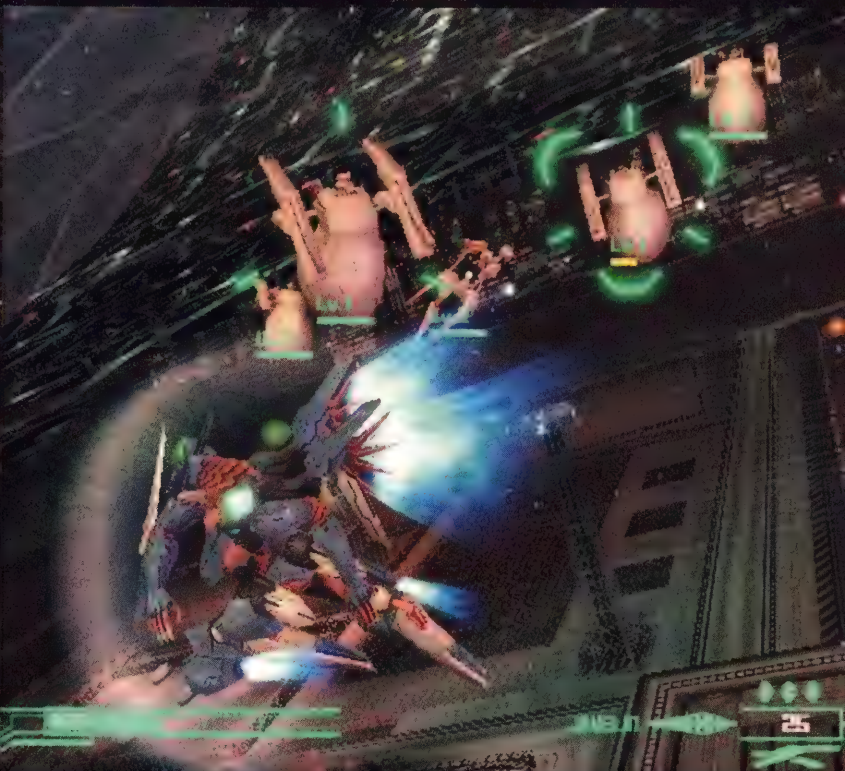
Feel...



...the thrill...



...and power...



...of mecha combat





The sky is opening up and we have a feeling it's something very bad



Dante - the hero of the story - is armed to the teeth

PLAYSTATION 2

DEVIL MAY CRY

TEARS FOR FEARS

With Onimusha: Warlords soon to arrive on PlayStation 2, it's time to shift focus to another game in the same survival horror vein, *Devil May Cry*. With *Onimusha* leaning more toward the traditional side of survival horror, *Devil May Cry*'s dynamic cameras and rich polygonal environments mark a new direction in the genre. *Devil May Cry* also offers a peak into what might be in store for future versions of *Resident Evil*.

As we stated in our preview last month, *Devil May Cry* was originally part of a new *Resident Evil* game for PS2. Capcom's Shinji Mikami - the brains behind both *RE* and *Dino Crisis* - gave Hideki Kamiya the directive to start on an *RE* project for PS2, but Kamiya had different plans. "The project was originally supposed to be the new [*Resident Evil*] game, but I was dying to make something totally different from the [*RE* games] before [it]. I just ran with the project, and the result is *Devil May Cry*," states Kamiya.

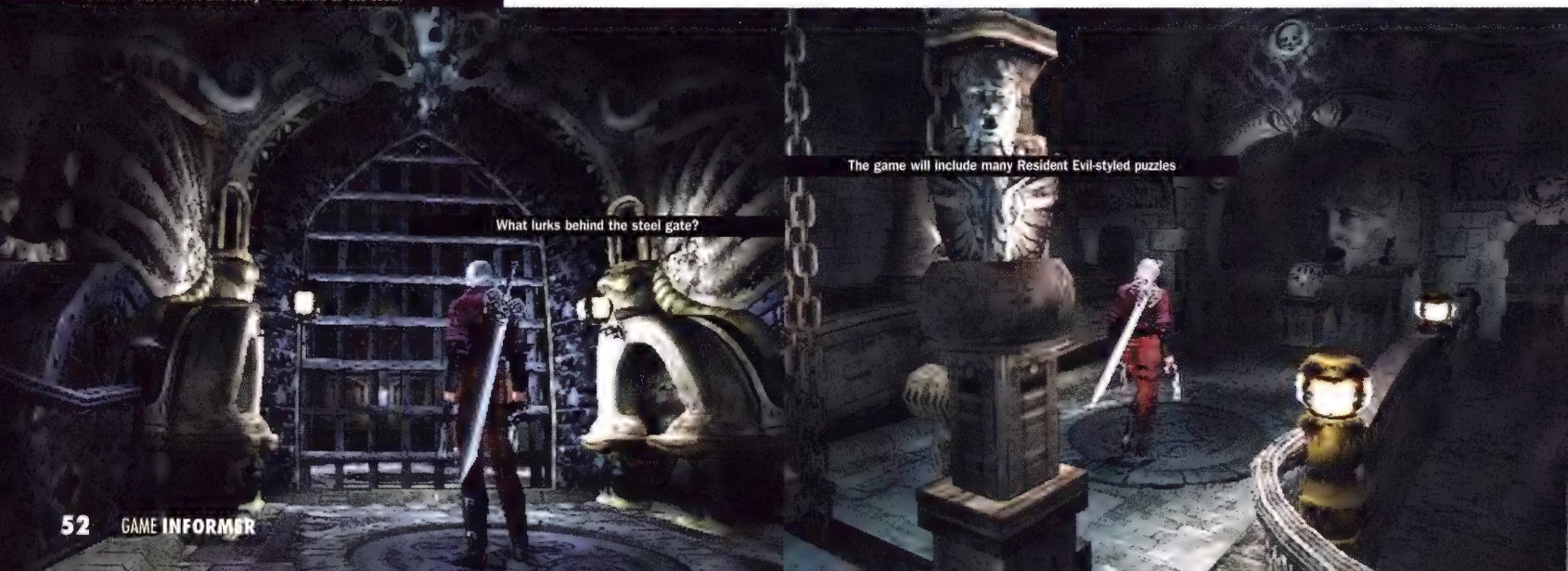
Although Kamiya may be responsible for keeping a PS2 *Resident Evil* game away from players in the near term, we can't argue with the results we have seen so far. The mood and tone of *Devil May Cry* are definitely dark - prime elements

to make this game scary as all get out. However, Kamiya also notes a specific idea that he wants to convey to the gamer: "The number-one theme during this production is 'coolness,' and I want to make it 'cool' enough to capture the minds of gamers this summer."

Certainly, we think this game will be cooler than Arthur Fonzarelli, but we think part of what Kamiya was trying to say was that the mood of the game is cool - or even cold. As you can see from the screenshots, much of the scenery is set with shades of blue and gray - two very cool colors. You may also notice the apparent symbolism with Dante's (the main character) red attire, which may mean that he is the flame that will heat up this world.

We know we may be reading too much into the game's mood and direction, but Capcom has been fairly tight-lipped about the project. However, the company is hosting a special event in the near future, where we hope to learn more details regarding *Devil May Cry*, and possibly get a chance to play the game. In the meantime, we present you with some more visuals of a game that is likely to demonically possess your PS2 this summer.

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM ■ **RELEASE** SUMMER



What lurks behind the steel gate?

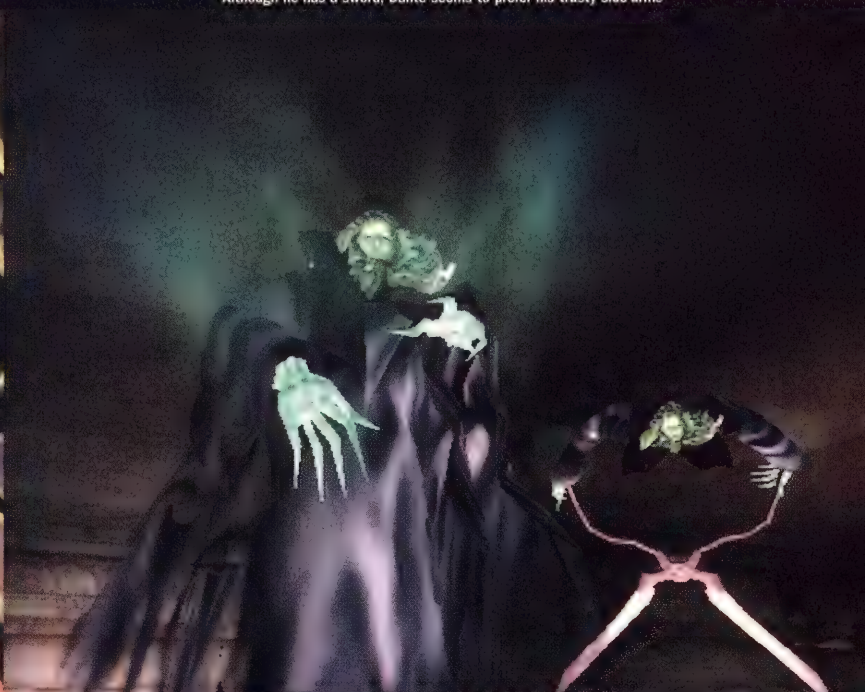
The game will include many Resident Evil-styled puzzles



Dante unloads on the demons. We wonder if his bullets hold special powers



Although he has a sword, Dante seems to prefer his trusty side-arms



Whoa! Looks like that demon wants to give Dante a hair cut



The evil from within...



DREAMCAST

SONIC ADVENTURE 2

SEGA WHIPS OUT THE HOG

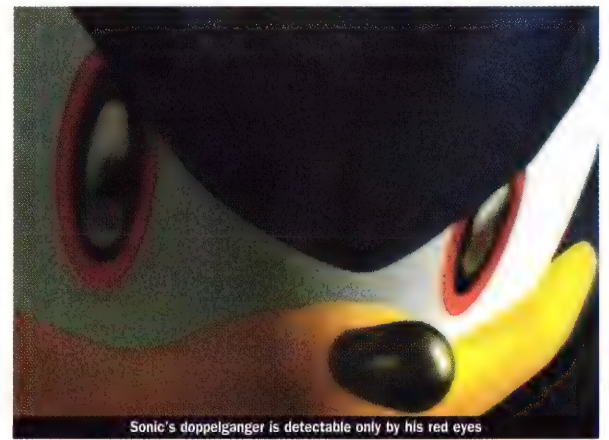
On January 23, Sega has a special surprise in store for the Dreamcast audience. On this significant day, Sega will release *Phantasy Star Online*, and buried within its package you will not only find Sega's first online role-playing game, but also a playable demo of *Sonic Adventure 2*. In this advance look at Yuji Naka's latest brainchild, the thrills are plentiful, yet the overall experience ends in minutes.

Only one level, which we believe will be the first stage in the game, is on the disc. As short as this stage is, you get a hands-on look at many of the advancements Sonic Team has made. With a longer development cycle, *Sonic Adventure 2* will more than make up for Sonic Team's lackluster first attempt. Not only is the control more responsive, Sonic is equipped with several new moves that should help eliminate many of the cheap deaths found in the precursor. When Sonic falls off of a platform, he either turns in midair and grabs onto the ledge, or slams on the brakes and teeters on the platform.

In a startling turn of events, Sonic has thrown out his famous red shoes, and laced up a more stylish pair. His new sneakers feature a golden buckle, air pockets, and special grooves on the soles. As cheesy as new shoes sound, these bad boys actually bring another dimension to the gameplay. With those grooves on the bottom of the shoes, Sonic can now grind on rails just like his brethren in *Jet Grind Radio*. The buckles attach to a snowboard. Yes, we know, Sonic snowboards in the first adventure, but he's never gone to this extreme. Even if he isn't on the slopes, Sonic can shred whatever he likes. Air, pavement – you name it!

Sonic's hands have also toughened up. If you see a steel pole on a level, there's a good chance big blue will swing around it. As in most action/platform games, this activity has one purpose – to soar. On the first stage, one of the most interesting secrets is unlocked by using this ability. Jealous of Crash Bandicoot's box-breaking ability, Sonic can roll into breakable objects, which often hold items and prizes. On each stage, you'll need to locate three Chao Containers. The only way to get into Chao Garden is to break these boxes, and yes, Sega has worked wonders with the Chao as well. The interaction between the Chao and Sonic has been improved greatly. By tapping a button, Sonic can whistle. This obscure action intrigues the Chao and also lures animals out of hiding.

Only one character is on the demo, but we now have confirmation that both Knuckles and Eggman are playable. We've also heard that several other characters will be playable as well. Could it be Amy and Tails? Even if you're not an RPG fanatic, we recommend you run out and pick up *Phantasy Star* just to see how impressive Sonic's second quest will be. Unfortunately, the finished product is slated for a fourth-quarter release.



Sonic's doppelganger is detectable only by his red eyes

Sonic, Knuckles, and Eggman are all playable characters

■ **STYLE** 1-PLAYER ACTION/PLATFORM ■ **PUBLISHER** SEGA ■ **DEVELOPER** SEGA/SONIC TEAM ■ **RELEASE** 4TH QUARTER



A Sonic game isn't complete without a high-speed sprint through a gigantic loop

The homing attack is still a powerful tool



In an effort to reduce cheap deaths, if you slip off a ledge, Sonic will now pull himself back up

Taking a tip from Jet Grind Radio



This Amazon likes to keep her legs well ventilated



The lost He-Man villain

PLAYSTATION 2/ PC

BLADE OF DARKNESS

HACK LIMBS AND FIND THE KEY

There isn't a whole lot to be said about Blade of Darkness except that it may be the biggest and brightest action-oriented dungeon crawler to come out for some time. Slated for a Mature rating, the game boasts no qualms with excessive limb chopping and gore. More often than not, when an enemy dies, it's missing at least one limb. There are over 100 different weapons to acquire with which to hack, slash, and perforate your foes. There are bows, spears, and a wide variety of melee weapons that include axes, swords, clubs, and magical weapons. All of the hand-to-hand weapons allow special moves and combos.

The visuals are one of the game's strongest assets. Blade of Darkness probably has one of the more impressive lighting effect systems we've ever seen. Real-time shadows, flickering torchlight, and reflections in the water all act as one would expect them to. Rebel Act has done an excellent job of using the game's extraordinary lighting prowess to enhance the mood of BoD's dungeons.

A great deal of effort has also gone into creating a sense of realism. Most people don't think about it, but if anybody could actually jump up to eight times their height like Mario, they would probably be deemed a superhuman freak and burned at the stake. In BoD the characters jump a surprisingly feasible distance, rather than leaping giant boulders with a single bound. The physics seem solid as well. For instance, smashing a barrel that's on the bottom of a pile will cause the ones on top to come crashing down in a realistic manner.

The game does have a few technical problems that will hopefully be addressed by the time it ships. Collision isn't as solid as it needs to be. We occasionally found our character's feet slipping through floors and sharp corners. The controls could also be a little bit more on the intuitive side, although you can configure them however you want on PC. Despite these problems, however, Blade of Darkness is an impressive piece of work, even in its unfinished state.

■ **STYLE** 1 TO 8-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** CODEMASTERS ■ **DEVELOPER** REBEL ACT STUDIOS
■ **RELEASE** FEBRUARY 2001

"Where is that !@#\$ing
orthodontist!"



Sniping medieval style



It will take some tricky maneuvering to take these guys



Surveying the carnage in torchlight



"Sigh...and I just polished my sword too."



Check out the reflection on the water



Knight



Amazon



Dwarf



Barbarian



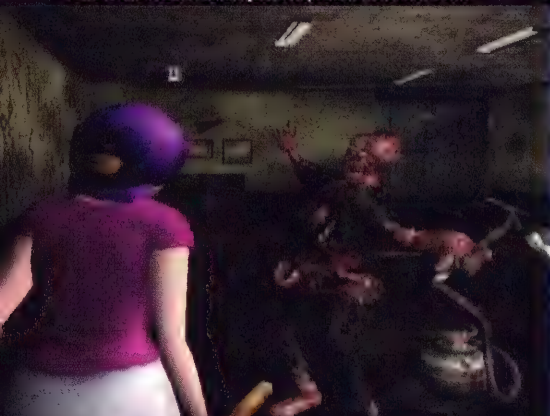
This could almost be the cover of an AD&D book



Go for the crotch!



This is the craziest lumberjack competition we've ever seen!



"Now I will kill you with the Shop Vac of DOOOOM!"



RANDY

DREAMCAST

ILLBLEED

LET IT BLEED

Dropped from Sega's release roster a few months ago, Illbleed was a game that many feared would never again join the ranks of the living. Thankfully, Jaleco has given Illbleed a new lease on life. This is definitely a boon for gore-obsessed Dreamcast owners, and should provide Jaleco with a much-needed A-list title to add to its slim DC library.

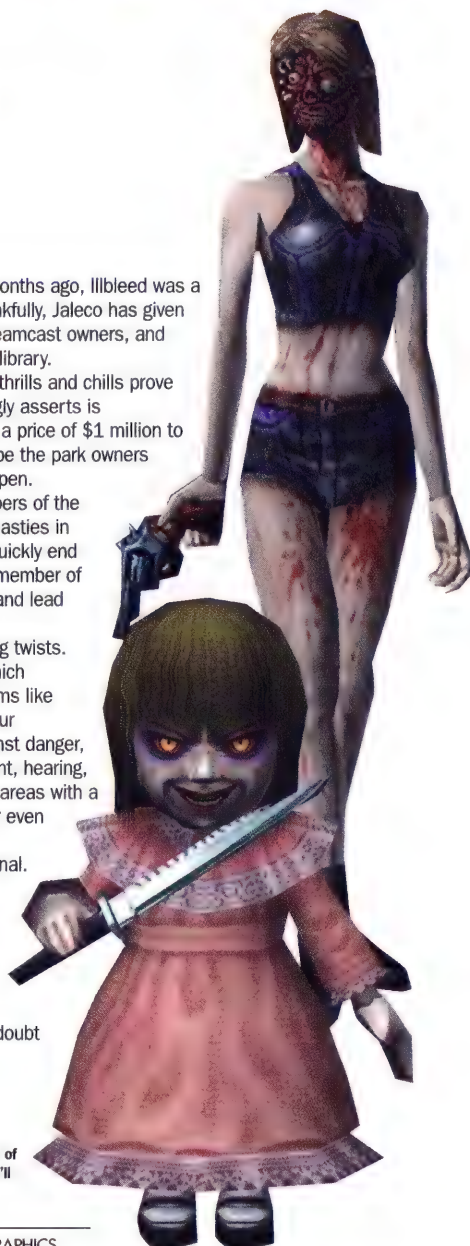
Illbleed's far-fetched storyline involves a horror theme park in which the thrills and chills prove to be all too real. Created by Michael Reynolds (who the press kit amusingly asserts is considered "a genius of the entertainment world"), the park is offering up a price of \$1 million to any brave soul who can survive all six murderous levels of Illbleed. We hope the park owners have a good legal team, because this sounds like a lawsuit waiting to happen.

Not intimidated by the threat of death and dismemberment, three members of the Castle Rock School's Horror Club decide to take on all matter of undead nasties in order to grab the grand prize. Of course, like most dimwitted teens, they quickly end up trapped in the park and fearing for their lives. It's up to Eriko, the only member of the club wise enough to stay at home, to enter the park, find her friends, and lead them back to safety.

The gameplay is your standard hack 'n slash affair, with some interesting twists. Throughout the game, you are constantly surprised by Shock Events, in which ghoulies jump out at you from every corner. Even seemingly innocuous items like televisions or boxes often hide enemies. If you are scared too severely, your character becomes faint and passes out, losing adrenaline. To guard against danger, you must rely on your sixth sense (an ambiguous, danger warning), eyesight, hearing, and your Horror Monitor (a telescope-like device that can mark dangerous areas with a blinking blue light). If your health is flagging, there are adrenaline shots, or even erotic magazines, to get your heart rate pumping again.

Faced with death at every turn, you'll be thankful for your extensive arsenal. Most of the weapons are geared toward close combat (hatchets, axes, baseball bats, etc), but there are some long-range weapons like machine guns and chain guns. Each of the characters will be playable at different points in the game, and you will be able to buy new weapons and items at the Shop Zone, a midway of sorts which functions as the overland map.

If all goes according to plan, Illbleed's relentlessly violent action will no doubt win a cult of devoted blood junkies, and (hopefully) erase all our painful memories of Nightmare Creatures II.



These are but a few of the horrific foes you'll face in Illbleed

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** JALECO ■ **DEVELOPER** CLIMAX GRAPHICS
■ **RELEASE** FEBRUARY



Scary monster...



...scary monster flambé



The Horror Monitor helps spot dangerous situations



A rare public appearance by Iron Maiden mascot Eddie





"Ooooo! Hooww many licks does it takes to get to center of the Tootsie Pop?"



"Launch flaming beaver attack!!!"



Saw some logs in the Clear Cut Challenge minigame



The battle interface is largely unchanged

NINTENDO 64

POKÉMON STADIUM 2

STEP INTO THE ARENA

which you must slice falling logs in half.

After getting a little hands-on time with Stadium 2, we can safely say the battles remain essentially unchanged from last year's edition. Of course, the graphics have received a glossy makeover, and some of the new Pokémon have dazzling new attacks. Suffice it to say, if you've played any previous games in the series, you should have no problem jumping in and getting into some down 'n dirty pocket monster brawling.

While the basic action remains the same, Nintendo has added a ton of new features, and tweaked existing ones to make Stadium 2 the be-all end-all for hardcore Pokémon fanatics. The GB Tower can now play all five Pokémon Game Boy Color games on your N64 through the Transfer Pak. The expanded Pokémon Lab and Pokédex functions let you upgrade your Silver & Gold characters with items, and allow you to swap characters between cartridges, or with friends.

The new Pokémon Academy serves as a comprehensive player's guide to all the titles. There are detailed lectures on



Vo humie - check it!! It's dat crazene 'n Data monkey dude from Mega Man Legends!!"



Streaming Stampede is one of the more challenging minigames

Pokémon types, strengths, weaknesses, attacks, and individual Pokémon locations. After you study up, you can take tests, or even enter the new four-player Quiz mode to find out which one of your friends is the ultimate Pokémon expert. An odd new mode is the My Room, in which you can upload and display the mystery gifts you won in Silver & Gold in a tiny virtual bedroom.

With these striking new features, it's guaranteed that this title will be a massive success. Chalk up another victory for Nintendo, and chalk up another platinum blockbuster for the Nintendo 64.

As we moved into the new millennium, many voices were predicting the fall of Nintendo's massively successful Pokémon empire. Surely, aging Pokéfans were growing tired of "catching them all" and would abandon Nintendo's day-glo critters for greener pastures. Then, Nintendo released Pokémon Silver & Gold, and silenced the naysayers with massive first-day sales.

The success of Silver & Gold bodes well for Pokémon Stadium 2. In typical Nintendo fashion, this continuation of the series builds on its foundations, while adding enough new characters and game modes to create an irresistible package.

As expected, you can upload all your new Pokémon from Silver & Gold into the game. These characters can be entered in a variety of new tournaments, as well as any of the 12 new minigames. Entering a leveled-up character in a minigame can provide a crucial advantage over the competition. Some of the new minigames include Barrier Ball, a derivation of Breakout; and Clear Cut Challenge, in



DREAMCAST

UNREAL TOURNAMENT

BRING OUT YOUR DEAD

Dreamcast owners must either have the patience of turtles or the optimism of true zealots, as game after game slowly gets ported over to the system. Graphical upgrades are its calling card, but this UT giveth and taketh away, while still staying strong.

Although not ready yet, six-player Net melees are the main signature of this version. While use of the DC's keyboard and mouse will make vets feel right at home, rookies can feel (somewhat) safe due to the fact that once online, their world won't include PC pros. Still, you can hone your skills with the optional auto targeting and view-centering features that have been added.

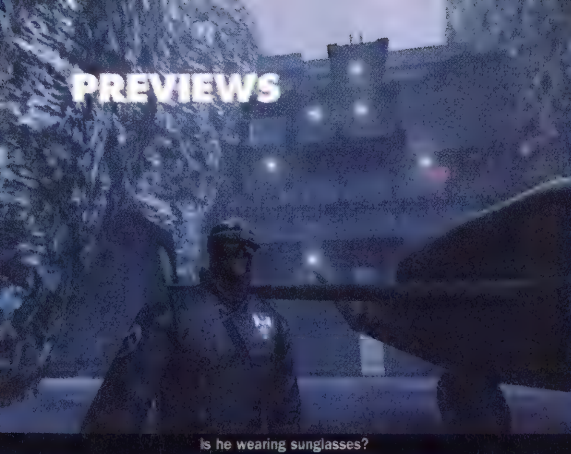
Using the controller to roam the 80+ maps (20 of which are exclusive to Dreamcast) will be a pretty easy experience. Kill your way up the tourney ladder through Deathmatch, Domination, Capture the Flag, and Team Domination arenas. Unfortunately, unlike its PS2 counterpart, this UT doesn't include Assault mode, so you'll have to have fun storming the castle some other time. Although the levels have been slightly scaled back from the PC version, the bot AI and the four-player split-screen will have your head on a swivel.

Killing is the other "oldest profession," and the DC homage here is true to its roots.



■ **STYLE** 1 TO 6-PLAYER SHOOTER ■ **PUBLISHER** INFOGRADES ■ **DEVELOPER** SECRET LEVEL
■ **RELEASE** MARCH

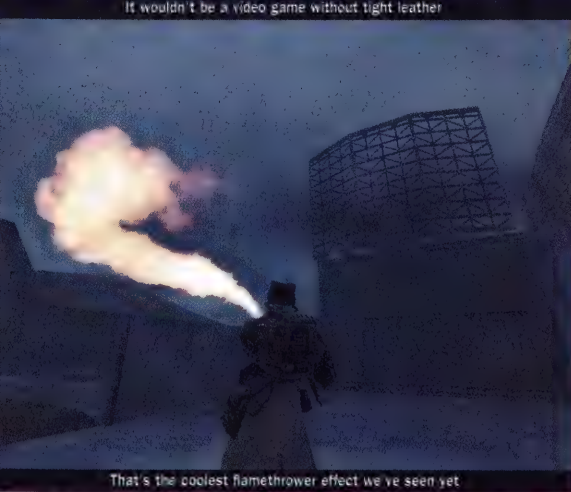
PREVIEWS



Is he wearing sunglasses?



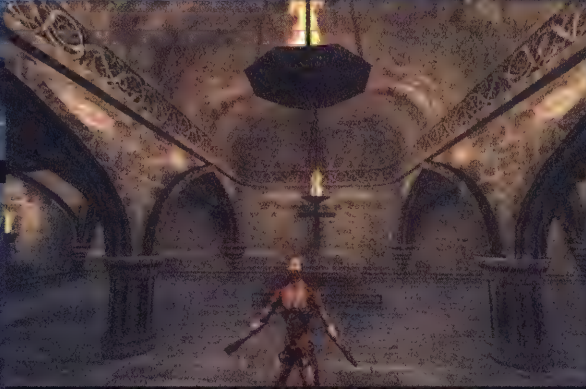
It wouldn't be a video game without tight leather



That's the coolest flamethrower effect we've seen yet



The game begins with an undead experiment gone awry



Zombies are great when you feel guilty for shooting people

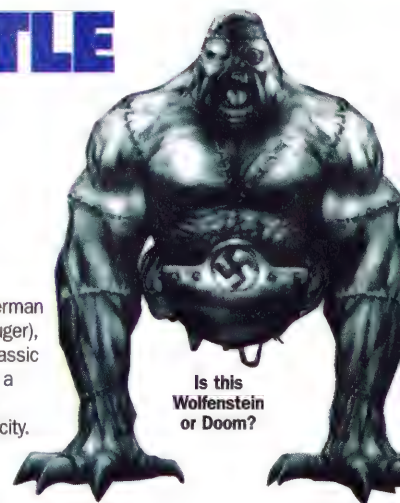


Don't remember seeing that in a WWII documentary

PC

RETURN TO CASTLE WOLFENSTEIN

MEIN LEBEN!



Is this Wolfenstein or Doom?

It was hard to imagine back in '92 that Castle Wolfenstein 3D was only the first in a horde of games that would follow very closely in its footsteps. Nor could we have known that only a year later, a little game called Doom would completely blow our socks off and firmly establish the first-person shooter as a staple genre for the next eight years. What we did know was that something very new and exciting had just happened. Origin had already pioneered detailed real-time 3D environments with Ultima Underworld, but it didn't even come close to the smooth and accessible play of Wolfenstein 3D.

While the basic goals of the FPS have remained the same over the last decade, a lot more emphasis has been placed on puzzle solving and creating lively, active environments that challenge as much as the enemies do. Actual plots have been attempted as well. This has created a shift in

play from a raw no-holds-barred fragfest to more of a shooter/adventure.

Return to Castle Wolfenstein will be an attempt at reverting to the intense run-and-gun action of the earliest FPS games, but with a few modern twists. Enemies will be a lot smarter, as in Medal of Honor, they will notice what kind of weapon you're carrying, respond to noise, and flee from grenades or attempt to throw them back at you. They will also be capable of working in groups and making decisions like opting to hose you down from the safety of a nearby machine-gun nest, rather than plugging away with a dinky rifle.

Developer Gray Matter has also stated that finding the hidden cache of ammo, weapons, and other goodies will play a big role in the game, although less emphasis will be placed on rubbing up against every wall you see. So far, the weapons shown have been the MP40 submachine gun, the

oddly shaped potato masher grenade, a German pistol (most likely a Luger), a flamethrower, the classic Venom Chaingun, and a Tesla gun that douses opponents with electricity.

Running on id's Quake III engine, the game looks gorgeous, and will feature hit locations and detailed texture maps. Return to Castle Wolfenstein will feature online play, but Gray Matter and id are being notoriously close-mouthed about it at this point. Apparently, they are hoping to introduce some new multiplayer games. If all goes well, you can expect this game sometime this year.

PLAYSTATION 2/PC

RED FACTION

MINE YOUR OWN BUSINESS

Regular readers of Game Informer will have little trouble remembering Red Faction since it was featured on our cover and spread across eight pages of our magazine a mere two months ago. As the release date for this monumental title draws closer, however, new screenshots and information have arisen from the bowels of Volition. It's worthwhile to keep up with news regarding this game, for when it releases things are going to change – literally.

Using what's come to be known as the Geo-Mod (geometry modification) engine, Red Faction allows players to interact with more things in the environment in more ways than any other first-person shooter. Glass breaks at the point of impact, and will shatter differently depending on the weapon used. Shoot a hot water pipe and steam will issue forth, and were a vent fan to suddenly start up, said steam would waft according to the new air currents. With the proper munitions, a person can even blast their way through a wall, tunneling wherever their explosives can take them.

Unlike many first-person shooters (especially on console), Red Faction is using the mayhem it makes available to create a heavily story-driven game. Taking place on Mars, players

take the role of Parker, a miner that works below the planet's surface for the Ultor Corporation. Labor conditions were less than ideal to begin with, but when their employer seemingly does nothing to halt a disease known only as the Plague, the workers decide to lower stock prices by starting a rebellion. As the makeshift leader of this coup, Parker will slowly learn of Ultor's ulterior motives.

PlayStation 2 owners will get first crack at Red Faction in March, but PC players certainly aren't being short-changed by having to wait a couple months more for their version. Taking the Quake III approach, the PC version of Red Faction will come with a separate disc that will allow devoted players to make their own levels. This, combined with Volition's plan to encourage modifications to their character models, will allow fans to create new storylines within the Geo-Mod mold.

No matter what version you've got your eye on, though, let us assure you that Red Faction will definitely be worth getting. The story sounds tasty, and the details delectable. Something different is in the air with this one, and it certainly doesn't stink.

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** THQ ■ **DEVELOPER** VOLITION ■ **RELEASE** MARCH



A view of one of Red Faction's vehicles from the outside...



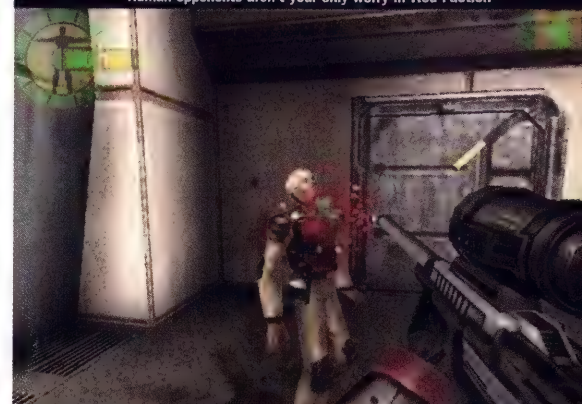
...and the inside



This guy's not only getting hurt from the concussive force of the explosion, but also the fragments of shattered glass flying into his back



Human opponents aren't your only worry in Red Faction



People react (and die) according to where your bullet strikes



PLAYSTATION 2

THE ADVENTURES OF COOKIE & CREAM

BOGGLING BOTH SIDES OF THE BRAIN



There are a lot of games that grace the shores of Japan, yet fail to make their way to this side of the Pacific. Many are deemed to not have wide enough appeal, others contain subject matter considered too racy in the US, and a few are just too dang weird. Kuri Kuri Mix is a little bit strange, but Agetec will be transferring this unique platformer to the still-too-scant American PS2 library early in 2001.

In an attempt to defreakify the American public, Agetec asked many video game magazine editors to think up a different name for the game, preferably one that made up monikers for its main characters, which appear to be stylized versions of banjo and maraca-toting rabbits. Game Informer came up with the very catchy title of Jacko & Wacko. Rather than utilize this bit of marketing genius, however, Agetec settled on the name you see in big letters above (and which we won't be repeating in the body of this article).

Sour grapes aside, once people realize this game isn't about Oreo-flavored ice cream, they'll be pleasantly surprised by a very unusual interface. Traveling down separate but parallel running paths, the two bunny protagonists must make it to the end of their respective roads before time runs out. It sounds simple enough, but if both intend to cross the finish line, they have to help each other overcome obstacles. For example, Jacko (Cookie) might have to hit switches to help Wacko (Cream) get across a chasm in a mine cart. Each level is littered with such puzzles and road blocks, and to make matters even more complicated, the game intends for a single player to control both characters. It's a bit like an advanced version of rubbing your belly and patting your head at the same time.

The left and right analog sticks, respectively, move the characters on the right and left side of the split-screen, while L1 and R1 make each jump, and L2 and R2 have them grab and move things. How hard is it to control two rabbits at once? Well, we were barely able to complete four levels and beat one boss before we had to switch over to the two-player option - which was still a heck of a lot of fun - to get any farther. Even then, figuring out what was required to make it to the second boss took us a couple of hours. If you find the multiplayer action to be to your liking, there's also a Vs. mode where up to

four players (sharing two controllers, interestingly enough) run along the same road, trying to screw everybody else along the way.

Frustrating for all the right reasons, the title that should have been called Jacko & Wacko illustrates that new consoles can still advance an old genre. Only the coordination inept will fail to find the charm in this game.



■ STYLE 1 TO 4-PLAYER ACTION/PLATFORM ■ PUBLISHER AGETEC ■ DEVELOPER FROM SOFTWARE ■ RELEASE 1ST QUARTER



PLAYSTATION 2

KENGO: MASTER OF BUSHIDO

WHICH WAY TO THE DOJO?

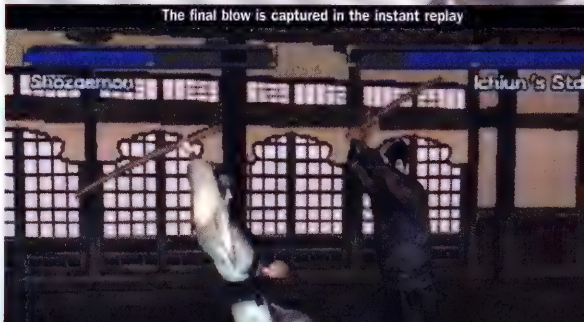
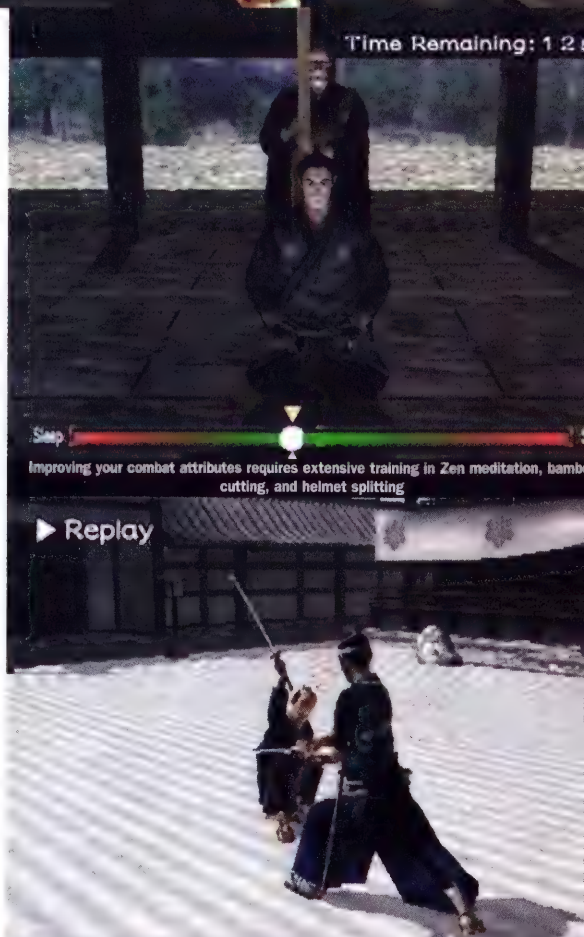
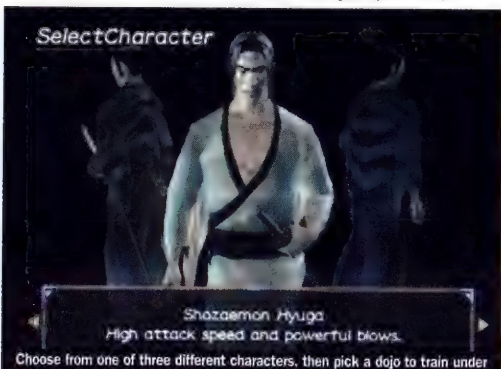
After delivering two impressive Bushido Blade games for PlayStation, we thought Square Soft was crazy for letting the Lightweight team go. Granted, Square Soft has more chart-topping hits than anyone else, but still, Bushido Blade could have been yet another mighty franchise for Square Soft. Traversing the road less traveled, Lightweight set out on its own to re-create its success with the new franchise, Kengo: Master of Bushido. Originally destined to be a PlayStation release, Lightweight pulled the plug on the project just a few months before it was scheduled to hit retail. The reason? The PlayStation 2. Feeling Kengo was better suited for Sony's higher power, Lightweight reworked the entire game from the ground up in an incredibly fast development cycle. Just a few months after the format change, a playable copy appeared in the Game Informer office.

In the early stages, Kengo appeared to be nothing more than a poorly-designed fighting game. All the strategy and revolutionary concepts that went into Bushido Blade were nowhere to be seen. One of the perks for video game journalists is watching how games progress through a development cycle. Kengo's fate looked bleak. With just a month or two left in development, we didn't think Lightweight could fix this one. Much to our astonishment, the latest build of Kengo is completely different than the last, and again, this team has wowed us with innovation. Breaking the typical fighter mold, Kengo strives to deliver a realistic dojo experience,

where players assume the role of a student. After choosing which dojo to train under (each offering different combat styles), you'll begin training. These sessions include battles against other pupils with wooden swords, and Ready 2 Rumble-esque minigames ranging from Zen meditation to bamboo cutting. All these lessons come with great rewards. Through in-depth options, you can customize your moves list, combo strings, and which sword you enter battle with.

After proving yourself to the dojo master, he will send you out to compete against other dojo kin. Defeating the best the land has to offer secures you a spot in the Imperial Match—a tournament featuring 40 of the world's most talented warriors. In this competition you fight to the death, not with wooden swords but the real deal. As you'll quickly see, a clean cut does serious damage. With blood squirting out of the open wound, the opponent's health bar slowly ticks down, and if you don't pursue further damage, they will bleed to death. As in Bushido Blade, the combat is loaded with technique and you really need to search for an opening or weakness. You can change your stance on-the-fly, lock swords with your opponent and kick him to the ground, parry, spin out of the way, and meditate to power-up your special meter.

With one more month to go, we can't wait to see the new features Lightweight implements. What appeared to be a dud, is now an exciting prospect.



■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** CRAVE ENTERTAINMENT ■ **DEVELOPER** LIGHTWEIGHT ENTERTAINMENT/GENKI
 ■ **RELEASE** FEBRUARY 15

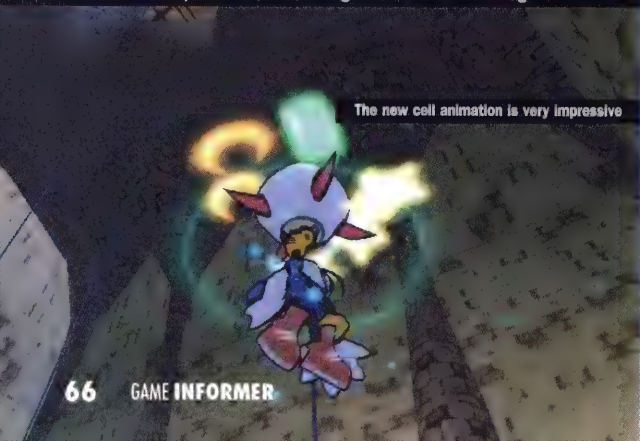
Just like Bushido Blade, different combat stances deliver different moves



There may appear to be a large world to explore, but you're still stuck on a track



An older Klonoa proves to be much stronger and all the more cunning



The new cell animation is very impressive

PLAYSTATION 2

KLONOA 2: LUNATEA'S VEIL

OLD DOG, NEW TRICKS

Making his video game debut a few years back on PlayStation, Namco's rookie platformer, Klonoa, was greeted with a lukewarm reception by the hungry gaming nation. For those of us who actually took the time to get to know this troublesome kid, the adventure at hand was quite exceptional, mixing classic two-dimensional platforming into a topsy-turvy, three-dimensional world. Exactly why Klonoa wasn't better received is one of the ten great video game mysteries.

After bouncing around in the minor leagues of gaming for a year or two, Klonoa is returning to the show with a brand new PlayStation 2 title. With a smaller software base, and little in the way of competition in the action/platform genre, he may actually turn heads and make a big splash. In Klonoa 2: Lunatea's Veil, our brown-eyed hero has aged significantly. He passed through the embarrassing puberty stage, and stands as a much stronger and more daring character.

As brutal as gamers can be, Namco hasn't veered away from the traditional 2D gameplay style. While gamers may frown on this old-hat concept, Namco has upped the graphical prowess to ride the wave of the latest technology. Using cell animation to make the polygonal graphics look like cartoons, much like Sega did with the revolutionary release Jet Grind Radio, Klonoa's world will be filled with spectacular visual content. With more power beneath its feet, the gameplay engine will embark on some daring ventures as well. Not only does Klonoa's new physique come into play to deliver new moves, many of the stages will feature smooth camera panning and perspective changes. On one such stage, Klonoa's butt freezes as he plummets down an icy slide. Of course, this fascinating idea has its limitations in the second dimension. So, to make things a little more exciting, the camera will pan behind Klonoa, much like in Mario 64.

To ensure that Klonoa is recognized by everyone, this adventure is designed to attract gamers of all ages. For seasoned Klonoa veterans, the early learning curve may be aggravating because it's so easy to tackle, but

rest assured, the adventure does intensify. No matter how proficient you feel with Klonoa's Wind Bullet and double jumping abilities, you will meet your maker more than you care to.

No solid release dates have been set, but Namco does say that over 40% of the game is in fact finished, which leads us to believe summer for Japan and fall for the US.



New camera perspectives deliver new gameplay variations



The majority of gameplay is still based within the second dimension

■ STYLE 1-PLAYER ACTION/PLATFORM ■ PUBLISHER NAMCO ■ DEVELOPER NAMCO ■ RELEASE TBA



PLAYSTATION 2

ONIMUSHA: WARLORDS

CAPCOM'S SAMURAI SLAUGHTERHOUSE

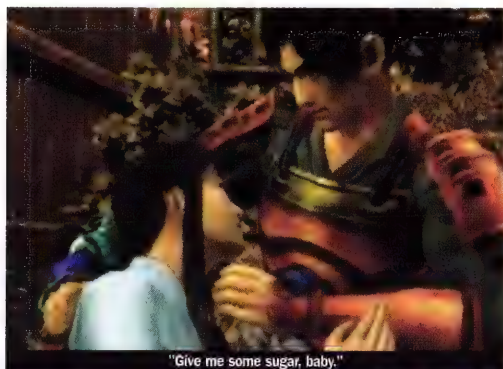
Just when it appeared as though Onimusha would fall to the wayside as a subpar Resident Evil with swords, Capcom worked wonders with the combat system and user movement. If you pulled your hair out when Jill wouldn't react the way you wanted her to, you'll find Onimusha's control schematic to be a refreshing change from the traditional survival horror mold. Samanosuke, the daring main character of this dark saga, is as agile as video game characters get. His movements are very responsive, and can be manipulated on the fly. With auto lock-on targeting, the combat sequences unfold very nicely. Sharing your enthusiasm, the demonic adversaries are as feisty as ever. A typical combat sequence is a visual treat. As the enemies bounce off the walls and ceiling, your hacking and slashing launches blood and bodies across the screen.

Capcom has also created an interesting parry system reminiscent of that in Dynasty Warriors 2. When an enemy lunges forward, you can take to the defensive and block their strike, which usually presents a beautiful array of sparks when the swords clash. On occasion, you'll lock swords with the enemy in a test of strength. If blocking isn't enough, you can hop out of their way, or extend a boot to their midsection. Whenever an enemy collapses, a great opportunity awaits. Helpless as an old granny without her walker, just send your sword through their spine for a quick kill.

The most interesting addition in this new preview build revolves around Samanosuke's gauntlet. This obscure garment is actually a living creature – a living creature that needs to feast. When enemies perish, they melt into the floor and their soul rises into the air. By extending your hand, the gauntlet inhales the soul. This Razielle-esque maneuver does three things. If the soul is blue, it powers up your attack meter. If the soul is red, it rewards you with experience. If the soul is yellow, it heals Samanosuke.

The experience you gain can be used to power up your swords, which we believe are also alive, and of course, the gauntlet. When enough experience is dispensed, the sword will evolve, and yes, the weapon actually changes in appearance. This aspect of the game actually makes regenerating enemies useful, as you want to face countless hordes in order to level up.

Holding true to the Resident Evil formula, perplexing puzzles appear with each new zone. One of the most interesting puzzles requires the assistance of a second character (who is pictured above). We don't know if this mysterious ninja lady will play a larger role as the game unfolds, but in the limited time we controlled her, we wanted to see more. For the first time, we thoroughly enjoyed our visit to Samanosuke's world and can't wait to see how the final version turns out.



"Give me some sugar, baby."



"Any chance I can talk my way out of this?"



Distribute experience to power up your weapons



All the swords dispense different elemental attacks



After disposing of enemies, hold out the gauntlet to consume their souls

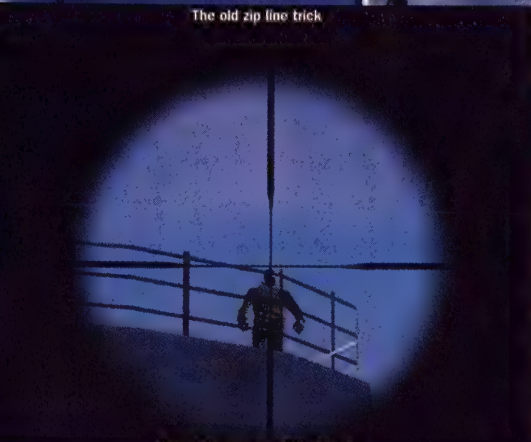
■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM ■ **RELEASE** MARCH 15



Yuri can't be feeling too good



The old zip line trick



Sweet dreams, my little friend

PC

PROJECT: I'M GOING IN

TITLE: YOU'RE GOING WHERE?



The age of the reality first-person combat sim has begun. The PC market is suddenly being glutted with this type of FPS combat game. The fantasy/action FPS era that Doom ushered in those many years ago is finally beginning to crumble in the face of titles like Rogue Spear, Spec Ops, and the current super-heavyweight champion of FPS combat sims (or any FPS if you ask us), Counter-Strike.

I'm Going In is played entirely in the first-person perspective and will follow the career of Jones – NATO's top operative. Assuming the role of Jones, you will shoot your way through 20 missions across Eastern Europe as you follow an ex-KGB colonel who went insane after the fall of the Soviet Union. The Colonel, it seems, has been pirating Russian arms and selling them to terrorists across the globe. Eventually, the Colonel's underlings break into a nuclear missile silo and steal an activated warhead. The game ends when you track down the nuke and return it safely.

As you delve into IGI, you will interact with Anya, your mission controller who keeps you updated as to events happening in the field, as well as tactical situations you might need to know about. More characters, both friend and foe, make their entrances with full voice acting. While the acting will lend to the realism of the game, we hope it won't detract from the overall ambiance of the play. In previous titles, the

constant chatter of a mission controller over the radio was distracting enough to force a player into making stupid mistakes.

The missions themselves vary from sabotage and assassination to spying and reconnaissance. The kicker is, your character will usually begin with very little firepower. This means you will gain new weaponry through the liquidation of the enemy. IGI, being set in Eastern Europe, will make heavy use of Soviet weaponry such as the Kalashnikov AK-47 and the Dragunov. Also making appearances are American weapons such as the H&K MP5 and the Glock 17. At this point the weapon systems need work. Some weapons have muzzle flashes, while others don't. The zoom on a scoped weapon is nominal compared to using the sites of the MP5. This should not be, but it will hopefully be fixed by the time rollout comes around.

Taking cues from titles like Rogue Spear, IGI will attempt to add more action to the plate, rather than conservatively doling it out (which might be more realistic, but that's another story). Look for IGI to capture the imagination of the burgeoning FPS military sim crowd. A multiple goal gameplay formula and large spacious levels will help this title attract even the most jaded FPS veteran.

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** EIDOS ENTERTAINMENT ■ **DEVELOPER** INNERLOOP ■ **RELEASE** DECEMBER 13



Talk about adding insult to injury

AK-47 fire at close range doesn't lend itself to a healthy ending



DREAMCAST

18 WHEELER: AMERICAN PRO TRUCKER

FOR ALL YOU BAD MOTHER TRUCKERS

"Break 19 for a radio check, cotton picker. Been a rough trip. I had my aardvark doin' double nickels down eighty fifth street headin' for Bull City when I saw an alligator and had to swerve. Then my bird dog picked up a bear, and I had to pull a flip flop to avoid a chicken coop. After I dropped a load, I was hammerin' down my dead head aimin' for the yard. Damn bear shot me in the tailpipe, and I got a citation. This is Rubber Ducky and I'm back out."

If you have no idea what that meant, don't feel bad. We wouldn't expect any of you underdeveloped weenies to have the cojones it takes to saddle up a big rig and head across country. In fact, the younger members of our audience might not remember the '70s, when trucking had its day in the pop-culture sun. Movies like *Smokey* and *the Bandit* and songs like *Convoy* by CW McCall elevated the humble truck driver to the status of American hero. Trucker slang proved to be more popular than Mini-

Thins with high school burnouts nationwide. Here's hoping the release of 18 Wheeler: Pro American Trucker will spark a trucking renaissance across this great nation.

So what's the big truckin' deal? Basically, 18 Wheeler is an update of Crazy Taxi with big rigs. It was released in the arcade, where it thrived in a sweet dual-smokestacked cabinet that featured a huge steering wheel. An interesting premise, but it remains to be seen whether the game has enough depth to make it on a home platform. To help the cause, Sega upped the ante a bit with the promise of online SegaNet racing.

The basic arcade mode sends you on deliveries that take you across country from New York to San Francisco. You can select three levels of cargo load. Heavier loads equal bigger payoffs, if you succeed. Along the way, you must avoid traffic and adverse weather conditions to protect your payload. Losing cargo results in severe penalties from the bossman. There are also scripted events throughout the game, like wicked

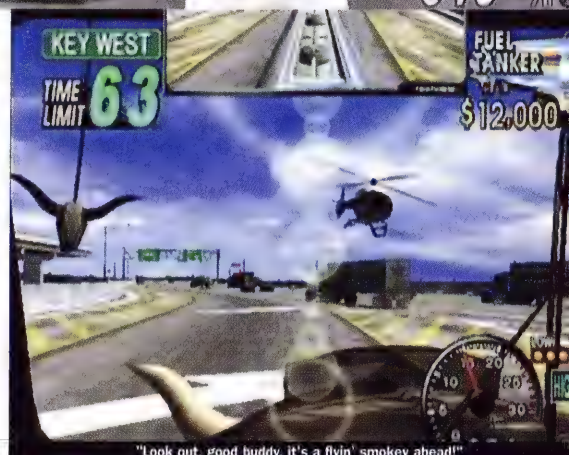
tornadoes, that make your job that much more difficult. Careful planning of your routes is essential to success. That mountain pass might save you in mileage, but you risk losing your load (and your life) to treacherous turns.

In addition to the already mentioned online play, there are several minigames, including the Parking Challenge, in which you must navigate your rig into a tight spot without knocking over any nearby boxes or light posts. As any trucker can tell you - this ain't no easy job, sizzlechest! There is also a Score Attack, which is a straight-up race that allows you a little more freedom to plow into traffic in order to reach your goal on time.

Whether diesel-sniffin' DC owners will have a hankerin' for this game remains to be seen, but we're sure interested in plopping our fat butts into the driver's seat of 18 Wheeler. Look for a full review coming soon.



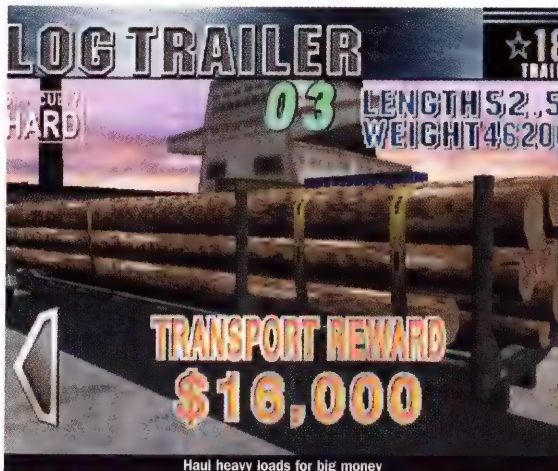
You must own this album to play
18 Wheeler: American Pro Trucker



"Look out, good buddy, it's a flyin' smokey ahead!"



Pulling into tight spaces is tricky



Haul heavy loads for big money



Bet that's not a copy of the New Yorker on the dash

■ STYLE 1 OR 2-PLAYER RACING ■ PUBLISHER SEGA
■ DEVELOPER SEGA ■ RELEASE MARCH 27



PLAYSTATION 2

MLS ESPN EXTRATIME

NINETY MINUTE NUTTERS ON THE DEUCE

Konami's ESPN line of games has covered almost as much ground for the consoles as the station itself has for sports. Surprisingly enough, MLS ESPN ExtraTime is one of the few soccer titles from the brand, and it'll be Konami's first on the PlayStation 2. Without the lineage that EA has with its FIFA franchise, can we expect to want to play hard with MLS all the way into stoppage time?

The preview copy we've received is very early, but for right now, the answer appears to be yes. We don't yet have access to some of the features Konami has planned, like the create-a-player options, cup scenarios, 50-some international teams, dribble moves, or all the goal celebrations and general hoopla (including the optional Spanish commentary of the whale-lunged Louis "Gooooaaalllll" Tapia). However, ExtraTime does have the basics of AI, ball control/physics, and player animations well into development.

MLS' lively ball reacts with precision, and luckily you have enough control over your players to accommodate its quirks and bounces. As it rolls around and slams off goal posts,

for example, you can still run by, pick it up, and dribble away. The game's good playcontrol also allows you to coordinate through passes and one-touches all the way down the field.

More good news: the computer AI ain't no dummy. You'll have to fight for every free ball, header, and defend all manner of passes and players that come into your box. The only problem we've encountered so far is the fact that MLS' gameplay speed is a little slow. We can only hope this is something Konami has yet to address, as it would muck up the solid foundation already established.

Surveying the field, you'll find an animated crowd in the background and players that display realistic motions. Getting control of a high pass, goalies diving for corner shots, and a little elbowing as you fight for a loose ball are all depicted. Given the kind of attention that Konami has paid to MLS ExtraTime so far, we'd be surprised if it didn't come out a winner.

■ STYLE 1 OR 2-PLAYER SPORTS ■ PUBLISHER KONAMI ■ DEVELOPER KONAMI ■ RELEASE MARCH



Number 15 gets nervous before games, just like Mary Katherine Gallagher



Be as nasty as you wanna be



Bang a header in just about anywhere you like



Put it in the corner and make the goalie go all bendy and floppy



PS2/DREAMCAST/PC

COMMANDOS 2

GO COMMANDO



Set against the backdrop of World War II, Commandos 2 invites the player to assume control of a group of soldiers who must venture deep into enemy territory and utilize their different strengths and abilities to complete mission-based objectives.

Assignments will take you to a number of different locations – the heart of the Third Reich, a Northern European submarine installation, and the headquarters of the Japanese army.

Other features of Commandos 2 include a 3D engine with indoor and outdoor locations that will allow the player to rotate the view angle. New Commandos will be added, including a thief and a seductress, among others. The ability to control a variety of new vehicles based on real models and physics from WWII including jeeps, tanks, and trucks will also be included. A multiplayer mode will be available, but time will tell whether it sees a lot of use.

■ **STYLE** 1 TO 8-PLAYER ACTION ■ **PUBLISHER** EIDOS INTERACTIVE ■ **DEVELOPER** PYRO STUDIOS ■ **RELEASE** MARCH

PLAYSTATION 2

CMX 2002 FEATURING RICKY CARMICHAEL

RICKY GOES DIGITAL



Drawing the motocross experience into the PlayStation 2 arena, CMX 2002 will make its way into stores sometime in the summer of next year. The game will feature Ricky Carmichael, the four-time AMA National Champion. Joining Ricky will be 28 other riders from the 125cc, 250cc, and freestyle ranks: Mike Larocco, Greg Albertyn, and Ezra Lusk, to name a few. The game will feature a stunt combo system enabling an exhaustive list of freestyle tricks and physics-based bike simulations for tight, responsive controls. There will be create-a-rider abilities and customizable bikes to check out as you begin your career mode on the road to sponsorship deals and factory offers. CMX looks to be a title any motocross fan will be clamoring to have.

■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** THQ ■ **DEVELOPER** PCP&L ■ **RELEASE** SUMMER

PREVIEWS



DREAMCAST/PC

WORMS WORLD PARTY

WORMS GOES ONLINE

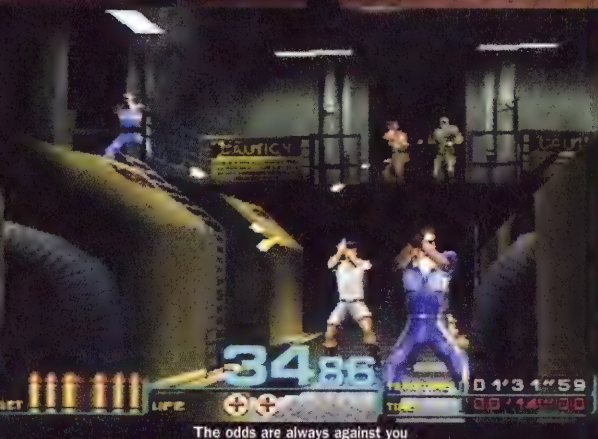
The long-running Worms series presents strategy fans with a

unique and humorous alternative to the standard mold. While not as deep as Command & Conquer, Worms has always been a heck of a lot more charming, and is one of the few "party" games that has the legs to keep you coming back for more, even after your friends have gone home. Following closely on the heels of last year's Worms Armageddon, World Party's gameplay is essentially the same as its predecessors, but ups the ante with online multiplayer via SegaNet.

The online aspect of the game should be pretty impressive, as you can play with up to six people simultaneously, in both traditional competitive and cooperative multiplayer. There will also be new deathmatch modes, as well as some newly minted boss levels. There are few details as to how the bosses will be implemented into gameplay, but it's an intriguing development nonetheless. There will also be an online chat room in which you can hobnob with fellow Worms fanatics, and hook up with others to form teams. Also, Team 17 is considering including cross-platform play, which would allow DC Worms fanatics to combat their PC brethren.



■ **STYLE** 1 TO 6-PLAYER STRATEGY ■ **PUBLISHER** TITUS ■ **DEVELOPER** TEAM 17 ■ **RELEASE** 1ST QUARTER 2001



The odds are always against you



"Uh...wrong turn!!!"

PLAYSTATION

TIME CRISIS: PROJECT TITAN

PUMPING HOT LEAD

The controversy surrounding gun games may affect Namco's latest Time Crisis release. Feeling heat from the nation-rocking scare of kids with firearms, Capcom removed the lightgun support from Resident Evil Survivor. The game was a disappointment to begin with, but without the gun (the foundation Survivor was built on), it became one of the biggest flops of the year. If Namco follows Capcom's lead, Project Titan will sink before it gets the chance to swim.

Violence is a touchy subject, and we can see the concern in arming the youth of America, but if kids really want to run around and shoot people, it's not from playing games. It wasn't a problem with the NES Zapper, which was circulated in much greater quantities than Namco's Guncon, and from what we understand, the problem supposedly came from Doom—a game without a gun accessory.

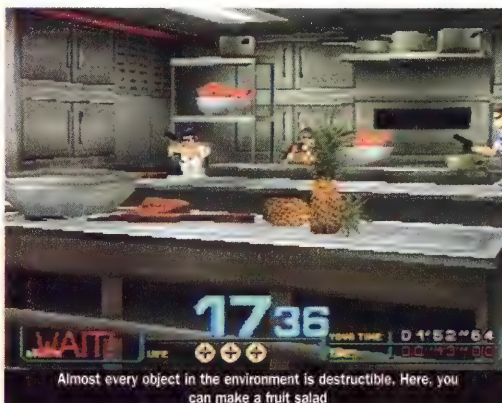
If Namco has the rocks to pull this off and include, or at least support, the Guncon, you can expect another wonderful sequel to the popular Time Crisis series. Players once again resume the role of Richard Miller, an agent assigned to save the president's daughter. Didn't

we already save her? Yep, but apparently she's an easy target. The perpetrator is Sherudo Garo; a crime lord who has thousands of loyal supporters, all armed to the teeth.

The game will unfold in the same way the previous incarnations did. Three stages, or acts, are in place for both the Story and Time modes. Story mode simply plays the acts sequentially, whereas Time allows you to freely choose your destination.

You don't actually control the movement of Richard, except firing and ducking. If the enemy unloads on you, the option is available to seek cover behind objects or around corners. All the enemies react to where they are hit, so naturally, a headshot is the quickest way to clean out a room. The action is as intense as always, and we think you'll be surprised by the increased difficulty in this final PlayStation release.

Namco's January 15 release date is tentative and may be pushed back a few weeks. The shooter genre has never made a huge impact on the console end, and we fear that it may be dying. Hopefully, this title will breathe some life back into it.



Almost every object in the environment is destructible. Here, you can make a fruit salad



In doorways, there's nowhere to hide, so your aim better be right on

■ STYLE 1-PLAYER SHOOTER ■ PUBLISHER NAMCO ■ DEVELOPER FLYING TIGER ■ RELEASE 1ST QUARTER

NEW RELEASES

ALL DATES SUBJECT TO CHANGE. CALL YOUR LOCAL RETAILER FOR MORE DETAILS.

Release Date	Title	Publisher/ Distributor	System	Release Date	Title	Publisher/ Distributor	System	Release Date	Title	Publisher/ Distributor	System
JANUARY				02/01/01	Disney's Aladdin: Nasira's Revenge	Sony	PS-X	03/01/01	Star Trek: Deep Space Nine: Domin War	Macmillan Computer Publishing	PC
01/08/01	Kingdom Under Fire	Gathering of Developers	PC	02/01/01	NASCAR Racers	Hasbro Interactive	PS-X	03/01/01	Team Fortress 2	Havas Interactive	PC
01/09/01	Dupati World	Acclaim	PC	02/01/01	Nicktoons Racing	Hasbro Interactive	PS-X	03/01/01	Warcraft III	Havas Interactive	PC
01/09/01	NBA Live 2001	Electronic Arts	PC	02/01/01	Sabrina the Teenage Witch	Havas Interactive	PS-X	03/01/01	Alone in the Dark: The New Nightmare	Infogrames	PS-X
01/09/01	Disney's Jungle Book	Ubi Soft	PS2	02/01/01	Scooby Doo: Night of 100 Frights	THQ	PS-X	03/01/01	Mat Hoffman's Pro BMX	Activision	PS-X
01/09/01	NBA Live 2001	Electronic Arts	PS2	02/01/01	Age of Empires II	Konami	PS2	03/01/01	Rayman: Brain Games	Ubi Soft	PS-X
01/09/01	NBA Shoot Out 2001	Sony	PS2	02/01/01	Star Wars: Super Bombad Racing	LucasArts	PS2	03/01/01	Dark Cloud	Sony Computer	PS2
01/09/01	NHL Face Off 2001	Sony	PS2	02/05/01	Flinstones: BurgerTime in Bedrock	Electro Source	GBC	03/01/01	F1 Racing Championship	Ubi Soft	PS2
01/11/01	Silphed: The Lost Planet	Working Designs	PS2	02/05/01	Microsoft Best of Entertainment Pak	Electro Source	GBC	03/01/01	Gauntlet Dark Legacy	Midway Home Entertainment	PS2
01/15/01	Dragon's Lair	Capcom	GBC	02/05/01	Microsoft Pinball Arcade	Electro Source	GBC	03/01/01	Gran Turismo 3	Sony	PS2
01/15/01	Mario Tennis	Nintendo of America	GBC	02/05/01	Paper Mario	Nintendo	N64	03/05/01	Conker's Bad Fur Day	Nintendo	N64
01/15/01	Mega Man Xtreme	Capcom	GBC	02/06/01	Phantasy Star Online	Sega	DC	03/06/01	The Mummy	Konami	DC
01/15/01	Metal Walker	Capcom	GBC	02/06/01	IceWind Dale: Heart of Winter Expansion	Interplay	PC	03/06/01	Monster Force	Konami	GBC
01/15/01	Sesame Street Sports	NewKidCo	GBC	02/06/01	Rainbow Six Rouge Spear Platinum	Red Storm Entertainment	PC	03/06/01	Puzz	Crave Entertainment	GBC
01/15/01	Mega Man 64	Capcom	N64	02/06/01	Blastar Master	Crave Entertainment	PS-X	03/06/01	Tom & Jerry Mousehunt	Crave Entertainment	GBC
01/15/01	Anarchy Online	Funcom	PC	02/06/01	Rainbow Six Rogue Spear	Redstorm	PS-X	03/09/01	Dragon's Lair II Time Warp	Digital Leisure	PC
01/15/01	Legends of Might & Magic	3DO Company	PC	02/07/01	Casino Master 4	Interplay	PC	03/12/01	Star Wars: Starfighter	Lucas Arts	PS2
01/15/01	Shrapnel: Urban Warfare 2025	South Peak	PC	02/07/01	International Rally Championship	Interplay	PC	03/13/01	18 Wheeler: American Pro Truckee	Sega	DC
01/15/01	Summoner	THQ	PC	02/07/01	Legend of the Blademasters	Ripcord Games	PC	03/13/01	Commandos 2	Eidos	DC
01/15/01	Disney's: Goofy's Fun House	NewKidCo	PS-X	02/13/01	Clive Barker's Undying	Electronic Arts	PC	03/13/01	Roswell Conspiracies	Redstorm	DC
01/15/01	Sesame Street Sports	NewKidCo	PS-X	02/13/01	Fate of the Dragon	Eidos	PC	03/13/01	Roswell Conspiracies	Redstorm	GBC
01/15/01	Time Crisis Project Titan	Namco	PS-X	02/13/01	Bouncer	Square	PS2	03/13/01	Anachronox	Eidos	PC
01/16/01	Bangai-O	Crave Entertainment	DC	02/13/01	Knockout Kings 2001	Electronic Arts	PS2	03/13/01	Emperor: Battle for Dune	Electronic Arts	PC
01/16/01	Metropolis Street Racer	Sega	DC	02/15/01	Ilbleed	Jaleco	DC	03/13/01	Tiger Woods PGA Tour 2001	Electronic Arts	PS2
01/16/01	Record of Lodoss War	Crave Entertainment	DC	02/15/01	Mat Hoffman's Pro BMX	Activision	DC	03/14/01	Pipe Dreams 2	Talonsoft	PC
01/16/01	Super Bowling 64	Tommo	N64	02/15/01	Project Justice	Capcom	DC	03/14/01	Stars! Supernova	Empire Interactive	PC
01/16/01	Airline Tycoon	Monte Cristo	PC	02/15/01	Surf Rocket Racers	Crave Entertainment	DC	03/15/01	Star Wars: Episode 1: Obi Wan	LucasArts	PC
01/16/01	Dragon Riders	Red Storm	PC	02/15/01	Hercules: The Legendary Journey	Titus	GBC	03/15/01	Digimon World II	Bandai	PS-X
01/16/01	Stupid Invaders	Red Storm	PC	02/15/01	Lutia: Ruins Chaser	Crave Entertainment	GBC	03/15/01	MDK 2 Armageddon	Interplay	PS2
01/16/01	The Ward	Gathering of Developers	PC	02/15/01	Sierra Sports: Nascar Racing 4	Havas Interactive	PC	03/15/01	Rock n Roll Racing	Interplay	PS2
01/16/01	ATV Offroad Fury	Sony	PS2	02/15/01	Skip Barber Racing	Bethesda Softworks	PC	03/20/01	Legend of the River King 2	Crave Entertainment	GBC
01/22/01	PowerPuff Girls: Battle Him	Bami Entertainment	GBC	02/15/01	Time Traveller	Digital Leisure	PC	03/20/01	Return of the Ninja	Crave Entertainment	GBC
01/23/01	Croc 2	THQ	GBC	02/15/01	Carrier	Jaleco	PS2	03/27/01	Outrigger	Sega	DC
01/23/01	Disney's Aladdin	Disney Interactive	PC	02/15/01	Onimusha Warlords	Capcom	PS2	03/27/01	Zone of the Enders	Konami	PS2
01/25/01	Simpsons, The	THQ	GBC	02/20/01	Project Eden	Eidos	PC	03/28/01	Armada 2 Exodus	Metro3D	DC
01/25/01	SeaDoo Hydrocross	Vertical Entertainment	N64	02/20/01	Startopia	Eidos	PC	03/28/01	Dark Angel: Vampire Apocalypse	Metro3D	PS2
01/25/01	Kao the Kangaroo	Interplay	PC	02/20/01	Triple Play Baseball	Electronic Arts	PC	03/29/01	Independence War 2: Edge of Chaos	Infogrames	PC
01/25/01	MTV Sports: TJ Lavin's Ultimate BMX	THQ	PS-X	02/20/01	Dinosaur	Ubi Soft	PS2	03/30/01	Stunt GP	Infogrames	DC
01/25/01	SeaDoo Hydrocross	Vertical Entertainment	PS-X	02/20/01	Project Eden	Eidos	PS2	03/30/01	Black & White	Lion Head	PC
01/29/01	Oni	Gathering of Developers	PC	02/26/01	Myzt III: Exile	Learning Co	PC	APRIL			
01/29/01	Darkstone	Take 2	PS-X	02/27/01	Daytona USA	Sega	DC	04/01/01	All Star Baseball	Acclaim	PS2
01/29/01	Ford Racing	Take 2	PS-X	02/27/01	Peacemakers	Ubi Soft	DC	04/02/01	V.I.P.	Ubi Soft	DC
01/29/01	ONI	Take 2	PS2	02/27/01	Capitalism 2	Red Storm	PC	04/02/01	V.I.P.	Ubi Soft	GBC
01/30/01	Inspector Gadget	Ubi Soft	GBC	02/27/01	Fallout Tactics	Interplay	PC	04/02/01	WWF: No Mercy	THQ	GBC
01/30/01	Sim Coaster	Electronic Arts	PC	02/27/01	Peacemakers	Red Storm	PC	04/02/01	Roswell Conspiracies	Redstorm	N64
01/30/01	Fear Effect 2: Retro Helix	EIDOS Interactive	PS-X	02/27/01	ESPN NBA 2 Night	Konami	PS2	04/02/01	Australian Outback	WizardWorks	PC
01/30/01	Inspector Gadget	Ubi Soft	PS-X	02/28/01	4X4 Trophy	Interplay	PC	04/02/01	Red Faction	THQ	PC
01/30/01	Driving Emotion Type-S	Electronic Arts	PS2	02/28/01	Commandos 2	Eidos	PC	04/02/01	X-Com: Alliance	Hasbro Interactive	PC
01/31/01	Age of Sail II	Talonsoft	PC	MARCH				04/02/01	Roswell Conspiracies	Redstorm	PS-X
01/31/01	Rowan's Battle of Britain	Empire Interactive	PC	03/01/01	Alone in the Dark: The New Nightmare	Infogrames	DC	04/02/01	V.I.P.	Ubi Soft	PS-X
FEBRUARY				03/01/01	Heroes Might & Magic III	Ubi Soft	DC	04/02/01	Cool Boarders 2001	Sony	PS2
2/01/01	Gorka Morka	SouthPeak Interactive	DC	03/01/01	Stupid Invaders	Ubi Soft	DC	04/03/01	Dragon Riders	Ubi Soft	DC
02/01/01	Grand Prix 4	Hasbro Interactive	DC	03/01/01	Unreal Tournament	Infogrames	DC	04/16/01	GorkaMorka	South Peak	PC
02/01/01	Half-Life	Havas Interactive	DC	03/01/01	Alone in the Dark: The New Night	Infogrames	GBC	04/16/01	Return to Castle Wolfenstein	Activision	PC
02/01/01	Legend of the Blademaster	SouthPeak Interactive	DC	03/01/01	Army Men: Arcade Blast	3DO	GBC	04/16/01	Star Trek: Away Team	Activision	PC
02/01/01	Shrapnel: Urban Warfare 2025	SouthPeak Interactive	DC	03/01/01	Playmobile: Hype	Ubi Soft	GBC	04/16/01	Star Trek: Bridge Commander	Activision	PC
02/01/01	Aliens: Thanatos Encounter	THQ	GBC	03/01/01	Scooby Doo Classic Creep Capers	THQ	GBC	04/16/01	Tropico	Gathering of Developers	PC
02/01/01	Tech Deck Skateboarding	Activision	GBC	03/01/01	Aldyn Chronicles: The First Mage	THQ	N64	04/16/01	Superman	Titus	PS-X
02/01/01	Arcanum: Of Steamworks and Magic Obs	Havas Interactive	PC	03/01/01	Alone in the Dark: The New Nightmare	Infogrames	PC	04/16/01	Exhibition of Speed	Titus	PS2
02/01/01	Need for Speed: Motor City	Electronic Arts	PC	03/01/01	The World Is Not Enough	Electronic Arts	PC	04/17/01	Monopoly Tycoon	Hasbro Interactive	PC
02/01/01	Tank Platoon!	Hasbro Interactive	PC	03/01/01	Duke Nukem Endangered Species	Gathering of Developers	PC	04/27/01	Space Ace	Digital Leisure	PC
02/01/01	Throne of Darkness	Havas Interactive	PC	03/01/01	Fly! 2001	Gathering of Developers	PC	04/30/01	Hidden & Dangerous II	Talonsoft	PC
02/01/01	Arc the Lad: Collection	Working Designs	PS-X	03/01/01	Let's Ride Western Style	ValuSoft	PC	04/30/01	Mafia	Talonsoft	PC
02/01/01	Battleship II	Hasbro Interactive	PS-X	03/01/01	MS Links 2001 Course Pack 1	Microsoft	PC				

REVIEWS ARCHIVE

More reviews available at
www.gameinformer.com

BL = BOTTOM LINE

FEBRUARY 2001

TITLE	BL	DATE	TITLE	BL	DATE	TITLE	BL	DATE	TITLE	BL	DATE	TITLE	BL	DATE
PLAYSTATION 2														
Armored Core 2	7	Nov-00	Galenans	8	Jun-00	Sydney 2000	2.75	Oct-00	DREAMCAST			Time Stalkers	6.5	May-00
Championship Surfer	7	Jan-01	Gauntlet Legends	6.5	May-00	Syphon Filter 2			4 Wheel Thunder	7.25	Jun-00	Tokyo Xtreme Racer 2	8.5	Nov-00
Dead or Alive 2: Hard Core	7	Jan-01	Gekido: Urban Fighters	4.5	Jul-00	Team Buddies	7.25	Oct-00	4X4 Evolution	8.75	Dec-00	Tomb Raider: The Last Revelation	7.75	Jun-00
Dynasty Warriors	8	Nov-00	Golden Tee Golf	5	Jan-01	Tenchu 2	8.75	Sep-00	AeroWings 2: Air Strike	7.5	Sep-00	Tony Hawk's Pro Skater		
ESPN International Track & Field	6.75	Dec-00	Gran Turismo 2		Feb-00	Test Drive Le Mans	3.75	Jul-00	Armada	6.5	Feb-00	Tony Hawk's Pro Skater 2		
ESPN Winter X Games Snowboarding	8.25	Jan-01	Grind Session	6.75	Jun-00	World Is Not Enough, The	7	Dec-00	BANG! Gunship Elite	8	Jan-01	Toy Story 2	7	Sep-00
Eternal Ring	7.5	Nov-00	Gruddge Warriors	5	Aug-00	Thrasher: Skate and Destroy	8	Jan-00	Cannon Spike	7	Sep-00	UFC	8.5	Oct-00
Evergrace	7	Nov-00	Harvest Moon: Back to Nature	6.75	Dec-00	Threads of Fate	8	Jul-00	Carrier	6.75	Apr-00	Vigilante 8: 2nd Offense	8	Mar-00
Fantavision	6.75	Dec-00	Hot Shots Golf 2	8	Mar-00	Tiger Woods PGA Tour 2000	7.5	Feb-00	Chicken Run	5	Jan-01	Virtua Striker 2000	7	Oct-00
FIFA 2001	8	Dec-00	Hydro Thunder	7.75	Apr-00	TOCA 2: Touring Car Challenge	6.5	Jan-00	Chu Chu Rocket	8.75	Apr-00	Virtua Striker 2	5.25	Mar-00
Gameday 2001	3	Dec-00	Incredible Crisis	7.5	Nov-00	Tomb Raider Chronicles	7	Jan-01	Crazy Taxi	8.75	Feb-00	Virtua Tennis		
Gradius III & IV	5	Dec-00	Jackie Chan's Stuntmaster	6.5	Mar-00	Tomb Raider: The Last Revelation	8	Jan-00	D2	4.75	Oct-00	Virtual On: Oratorio Tangram	7.25	Aug-00
Gun Griffon Blaze	7	Nov-00	Jarret & Labonte Stock Car Racing	7.75	Jan-01	Tombal 2: The Evil Swine Return	8.75	Jan-00	Dead or Alive 2		Apr-00	Wacky Races	6	Sep-00
Kessen	8	Nov-00	Jedi Power Battles	8	May-00	Tomorrow Never Dies	7.25	Jan-00	Deep Fighter	6.75	Jul-00	Wetrix+	5	Mar-00
Madden NFL 2001		Nov-00	Jeremy McGrath	4	Oct-00	Tony Hawk's Pro Skater 2		Nov-00	Demolition Racer: No Exit	8	Nov-00	Wild Metal	3	May-00
Midnight Club	7.5	Dec-00	JoJo's Bizarre Adventure	8	Apr-00	Torneko: The Last Hope	2.75	Dec-00	Dino Crisis	6.5	Jan-01	World Series Baseball 2K1	5.75	Sep-00
Moto GP	7.5	Dec-00	K-1 Grand Prix	5.5	Feb-00	Toy Story 2	8	Jan-00	Dracoon: Cult of the Wyrms	7.75	Jul-00	WWF Attitude	8.25	Jan-00
NASCAR 2001	8.5	Dec-00	Killer Loop	6	Mar-00	Triple Play 2001	8	May-00	Ecco the Dolphin:			Xtreme Sports	7	Jan-00
NHL 2001	8.5	Nov-00	Knockout Kings 2001	7.5	Dec-00	Twisted Metal 4		Jan-00	Defender of the Future	7	Oct-00	Zombie Revenge	6.75	Feb-00
Orphen	4.25	Dec-00	Koudelka	4.5	Sep-00	Ultimate Fighting Championship	7	Jan-01	ECW: Hardcore Revolution	7.75	May-00	PC		
Q-Ball: Billiards Master	4.5	Jan-01	Kurt Warner's			Urban Chaos	2.75	Jun-00	Elemental Gimmick Gear	7	Mar-00	Age of Empires II:		
Ready 2 Rumble Boxing: Round 2	7.25	Dec-00	Arena Football Unleashed	2.5	Jun-00	V-Rally 2	7.25	Jan-00	Evolution 2: Far Off Promise	6	Jul-00	The Conqueror's Expansion		Nov-00
Real Pool	5.25	Dec-00	Legend of Dragon, The		Jun-00	Vagant Story		May-00	F-1 World Grand Prix	7.75	Feb-00	Baldur's Gate II	7	Oct-00
Silent Scope	7.75	Nov-00	Legend of Mana	8	Jul-00	Valkyrie Profile	7.75	Sep-00	F355 Challenge: Passione Rossa	7.5	Dec-00	BANG! Gunship Elite		
Silpheed	6	Nov-00	Lego Rock Raiders	1.5	Oct-00	Vampire Hunter D	5.25	Sep-00	Fighting Force 2	5.25	Mar-00	Baldur's Gate II		Nov-00
Sky Odyssey	7.75	Dec-00	Looney Tunes Racing	6.25	Dec-00	vanark	7	May-00	Frogger 2: Swampy's Revenge	7	Dec-00	Blair Witch Volume One: Rustin Parr	6.75	Dec-00
Smuggler's Run	8.5	Nov-00	Lunar 2: Eternal Blue Complete	7.5	Jan-01	Vanguard Bandits	7.75	Jun-00	Fur Fighters	7.75	Aug-00	Breakneck	6.25	Oct-00
SSX		Nov-00	Madden NFL 2001	8.75	Sep-00	Vigilante 8: 2nd Offense	7.75	Jan-00	Gauntlet Legends	7.75	Jun-00	Call to Power II	6	Jan-01
Street Fighter EX3	6	Nov-00	March Madness 2000	8.25	Feb-00	Walt Disney World			Giga Wing	7.5	Mar-00	Command & Conquer: Red Alert 2		Dec-00
Summoner	8	Dec-00	Metal of Honor: Underground		Nov-00	Magical Racing Tour	6.5	May-00	Grandia II	8	Jan-01	Crimson Skies	8.25	Nov-00
Super Bust-A-Move	7	Nov-00	MediEvil II	7.75	May-00	WCW Backstage Assault	3	Dec-00	Gurbin 2	5.5	Oct-00	Escape From Monkey Island	8.25	Jan-01
Surfing H3O	3	Jan-01	Mega Man Legends 2	8	Nov-00	Who Wants To Be A Millionaire:			Grand Theft Auto 2	7.5	Jul-00	Everquest: The Scars of Velious		Jan-01
Swing Away Golf	7.75	Nov-00	Mike Tyson Boxing	5	Dec-00	2nd Edition	6.5	Aug-00	Hidden & Dangerous	7	Oct-00	Half Life: Counter-Strike		Jan-01
Tekken Tag Tournament	8.5	Nov-00	Mission: Impossible	8.25	Feb-00	Wild Arms 2	8.5	May-00	Incoming	5.5	Mar-00	Heavy Metal: FAKK 2	6.75	Oct-00
TimeSplitters		Dec-00	Misadventures of Tron Bonne, The	7	May-00	Woody Woodpecker Racing	3	Jan-01	Jeremy McGrath's Supercross 2000	3.75	Nov-00	Homeworld: Cataclysm	8	Nov-00
Theme Park Roller Coaster	7.5	Jan-01	MLB 2001	7.75	Jun-00	World Destruction League:			Jet Grind Radio	8.25	Dec-00	Mechwarrior 4: Vengeance	8.75	Jan-01
Top Gear Dare Devil	2	Dec-00	Mobil 1 Rally Championship	5.75	May-00	Thunder Tanks	3	Dec-00	JoJo's Bizarre Adventure	8	Mar-00	Midtown Madness 2	7.75	Dec-00
Unreal Tournament		Dec-00	Mortal Kombat: Special Forces	1.75	Sep-00	WWF Smackdown			Legacy of Kain: Soul Reaver	8	Mar-00	No One Lives Forever	7.75	Dec-00
Wild Wild Racing	7.5	Nov-00	Moto GP World Tour	7	Jan-01	WWF Smackdown 2: Know Your Role			Looney Tunes Space Race	7	Jan-01	Rainbow Six: Covert Ops Essentials	8.75	Dec-00
X-Squad	7.5	Nov-00	Mr. Driller	8	Jun-00	X-Files	3.75	Jan-00	Maken X	7.75	Jun-00	Rune	7.75	Dec-00
			Ms. Pac-Man Maze Madness	8.25	Aug-00	X-Men Mutant Academy	7.5	Aug-00	Marvel Vs. Capcom 2	8	Aug-00	Sacrifice	8.5	Jan-01
			MTV Music Generator	7.25	Jan-00	You Don't Know Jack	8	Feb-00	Metropolis Street Racer		Dec-00	Sanity: Aiken's Artifact	7.25	Nov-00
			MTV Sports Skateboarding			NINTENDO 64								
			featuring Andy Macdonald	3	Nov-00	All-Star Baseball 2001	7.75	May-00	Ms. Pac-Man Maze Madness	8	Jan-01	Sims: Lvin' Large, The	7	Nov-00
			MTV Sports: Pure Ride	6.5	Nov-00	Armonnies	7.25	Jan-00	Namco Museum	7.75	Sep-00	Soulbringer	6.5	Oct-00
			Muppet Racemania	5	Nov-00	Army Men: Air Combat	7.5	Jul-00	NBA 2K			Squad Leader	6.25	Jan-01
			NASCAR Rumble	7.75	Mar-00	Banjo-Tooie		Jan-01	NBA 2K1		Jan-01	Starship Troopers	7.75	Jan-01
			NBA in the Zone 2000	6.5	Jan-00	Bassmasters 2000	8	Mar-00	NFL 2K1		Nov-00	Star Trek New Worlds	5	Nov-00
			NBA Live 2000	8.5	Jan-00	Battlezone: Rise of the Black Dogs	3.25	May-00	Next Tetris: On-Line Addition, The	7	Dec-00	Star Trek Voyager: Elite Force	8.25	Dec-00
			NBA Live 2001	8	Dec-00	Blades of Steel 2000	3.5	Jan-00	NFL Quarterback Club 2000	2.25	Feb-00	Warlords Battlecry	8.75	Oct-00
			NBA Showtime	6.5	Jan-00	Brunswick Circuit Pro Bowling	5.25	Jan-00	NHL 2K	8.25	Apr-00	Wizards & Warriors	5	Dec-00
			NBA ShootOut 2000	4.75	Mar-00	Castlevania: Legacy of Darkness	5.25	Mar-00	Nightmare Creatures II	5	Sep-00	You Don't Know Jack: 5th Dementia	8	Jan-00
			NBA ShootOut 2001	5.5	Nov-00	CyberTiger	7.25	May-00	Omikron: The Nomad Soul	5.5	Sep-00	Zeus: Master of Olympus	8.5	Jan-01
			NCAA Final Four 2000	7	Jan-00	Duck Dodgers	3.5	Oct-00	Plasma Sword: Nightmare of Blaisein	7.25	May-00	GAME BOY		
			NCAA Final Four	5.5	Jan-01	ECW: Hardcore Revolution	8	Mar-00	Pod: Speedzone	3.5	Jan-01	1942	5.5	Aug-00
			Need For Speed: Porche Challenge	7.75	Jun-00	Excitebike 64	7.25	Jun-00	Power Stone 2	8.5	Aug-00	Bass Masters Classic	7.25	Feb-00
			NFL Blitz 2001	5.5	Nov-00	Fighter's Destiny 2	2	Sep-00	Psychic Force 2012	7	Jan-00	Beauty and the Beast	4.75	Jan-00
			NFL GameDay 2001	7	Sep-00	Gundam Side Story 0079	7.75	Jul-00	Quake III Arena		Jan-01	Bionic Commando: Elite Forces	8.25	Mar-00
			NGEN Racing	7.25	Sep-00	Harvest Moon 64	7.25	Mar-00	Quarterback Club 2001	2.5	Nov-00	Blaster Master: Enemy Below	8.25	Apr-00
			NHL 2001	7.75	Nov-00	Hey You, Pikachu	4	Jan-01	Railroad Tycoon II	5	Nov-00	Buffly the Vampire Slayer	2	Dec-00
			NHL Face Off 2001	6.5	Nov-00	Hydro Thunder	7.5	May-00	Rayman 2: The Great Escape	8	Apr-00	Chicken Run	4	Jan-01
			Nightmare Creatures II	5.25	Jun-00	Indiana Jones: The Infernal Machine	6.75	Jan-01	Ready 2 Rumble Boxing: Round 2	7.5	Jan-01	Croc	5.75	Aug-00
			No Fear Downhill Mountain Biking	4.25	Jan-00	Indy Racing 2000	8	Sep-00	Red Dog	7.75	Dec-00	Crystals	8.5	Aug-00
			Parasite Eve II	8.75	Sep-00	International Track & Field 2000	7	Apr-00	Resident Evil 2	8	Jan-01	Dinosaur	3.75	Aug-00
			Polaris Snocross	5.5	Nov-00	Jeremy McGrath Supercross 2000	5	Apr-00	Resident Evil 3: Nemesis	8	Jan-01	Donald Duck: Goin' Quackers	7.5	Jan-01
			Power Spike Pro Beach Volleyball	5	Jan-01	Kirby: The Crystal Shards	7.5	Aug-00	Resident Evil Code: Veronica		Apr-00	Donkey Kong Country	8.75	Jan-01
			Railroad Tycoon II	7.5	Apr-00	Lego Racers	7.75	Jan-00	Re-Volt	5	Feb-00	Dragon's Lair	6	Dec-00
			Rainbow 6	6.75	Feb-00	Legend of Zelda: Majora's Mask, The			Roadsters	5.5	Jun-00	Dragon Warrior I & II	7	Dec-00
			Rampage Through Time	4.75	Sep-00	Madden NFL 2001	8.75	Sep-00	Royal Rumble	6.75	Sep-00	Dragon Warrior Monsters	8	Mar-00
			Raycrisis: Series Termination	7.25	Nov-00	Mario Party 2	5.75	Feb-00	Rush 2049	7	Oct-00	ECW: Hardcore Revolution	2	May-00
			Razor Freestyle Scooter	8	Jan-01	Mario Tennis	8.25	Oct-00	Samba De Amigo	5.5	Dec-00	Frogger 2	7.5	Dec-00
			RC De Go	7.5	Jan-01	Mega Man 64	7.25	Dec-00	Seaman	7	Sep-00	Gex 3: Deep Pocket Gecko	7.5	Mar-00
			RC Revenge	5.5	Oct-00	Mickey's Speedway USA	6	Jan-01	Sega Rally Championship	7.5	Jan-00	Inspector Gadget	6.5	Jan-01
			Ready 2 Rumble Boxing	6.5	Feb-00	Ms. Pac-Man Maze Madness	7.5	Dec-00	Sega GT		Oct-00	Little Mermaid II: Pinball Frenzy	7.5	Dec-00
			Reel Fishing II	6.5	Jul-00	Namco Museum 64	8	Jan-00	Sega Marine Fishing	8	Nov-00	Metal Gear Solid		Jul-00
			Resident Evil Survivor	4	Nov-00	NBA Courtside 2	7.25</							



"Why do people keep calling us the Teletubbles?"

Build dams to trap the water

PLAYSTATION 2

AQUA AQUA: WETRIX 2

THE PLAYSTATION 2 TAKES A LEAK

Zed Two's sequel to the inventive Nintendo 64 and Dreamcast game, Wetrix, promises to douse you with more liquid than Old Faithful. As before, the game takes place on colorful floating islands. While water drops from the heavens, your goal is to create dams to contain the water by connecting different-shaped pieces, much like those found in Tetris. If you can keep enough water trapped without it overflowing or leaking, you'll move onto the next stage. This may sound simple, but believe us, playing the role of a plumber is a stressful chore.

In the sequel, several changes have been made to the gameplay mix. Zed Two has implemented a story into this chapter, and now a race of extraterrestrial invaders named Aquas roam the landscape. In addition to plugging leaks, you'll need to keep these adorable little critters dry. If they get wet, bad things happen. They won't turn into Gremlins, but instead, they will perish. Those little guys sure are cute, and we'd hate to see them drown...but then again, if they keep walking into puddles, they deserve what comes to them. Other changes include ambient life, multi-tiered stages, disasters, and new piece shapes.

■ **STYLE** 1 OR 2-PLAYER PUZZLE ■ **PUBLISHER** 3DO ■ **DEVELOPER** ZED TWO ■ **RELEASE** DECEMBER 28



Kick it live without a net and prove what you've learned

"Alright, which one of you wants to be the ugly one?"

PLAYSTATION 2

UNISON

THREE FOXIES AND A DJ

What if Greg Brady had moved out of the house, pursued his blossoming Johnny Bravo career, met up with a trio of fine foxes (to use a parlance of the time), and ended up being a Deney Terrio that saved the world? Needless to say there would be comic results and a great PS2 game from Tecmo called Unison.

The dancing title puts the world's fate at your feet as you dance through a dozen or so '70s disco tunes (including YMCA). Mr. Bravo, or Teacher as he's known in the game, presides over the three lovely dancers (Trill, Cela, and Chilly) who make up Unison. Your job is to watch and learn from the master and then replicate his steps with one of the spunky lasses. Each song is broken up into segments so you can practice as much as you want before the final round where it really counts.

Unison uses the analog sticks, which makes for a challenging task. On top of that, the moves that Teacher lays down encompass half-circles and other wild stick rotations beyond just standing and pointing like John Travolta.

Unison can be an exacting workout, but it's worth it considering the stakes and the amount of fun to be had.

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** TECMO ■ **DEVELOPER** TEAM UNISON ■ **RELEASE** MARCH 2001

PREVIEWS



Kao won't make us forget SSX

DREAMCAST

KAO KANGAROO

KANGAROOS RULE!

Ever since Captain Kangaroo got cancelled, the young folks of this great nation seem to have lost their affinity for the crazy hoppin' rats that are the de facto mascots of Australia. Now it's up to the French publisher Titus to reignite America's love affair with the kangaroo. The first step in the plan is to release KAO Kangaroo, a 3D platformer that provides a cutesy, but surprisingly varied, gameplay experience. The core of the game is a standard collect-the-coins jumpfest interspersed with levels that require KAO to commandeer hanggliders, jet skis, and even a snowboard. Looks to be a solid platformer for Dreamcast.



There are six multilevel worlds in the game



Who says kangaroos can't fly?

■ **STYLE** 1-PLAYER ACTION/PLATFORM ■ **PUBLISHER** TITUS
■ **DEVELOPER** TITUS ■ **RELEASE** 1ST QUARTER

REVIEWS

Our crack (or crackhead, we can never decide which) review team rates games in a number of categories to help you sort out the great from the stuff you hate. Each game is reviewed by at least two staff members, and you will find both their opinions on each review. To make things a little easier we have put together some definitions of what the numbers mean, what the reviewers are like (so you can find the reviewer most like yourself), what we look for in a game, and also a cheat sheet so the newbies can understand our advanced video game jargon. Read on and soon you will be talking FPS and FMV with the best of them.

THE SCORING SYSTEM

Game Informer's rating system ranges from 0 to 10, and is similar to school grading. 7 is average, 9 and above is exemplary work, 5 and below is a failure. Aside from concept, entertainment, graphics, playability, sound, and replay value (all explained to the right), other factors that influence a game's final score are how much game you get for your money and how all the game's elements come together.

10 - Perfection. One of the best games of all time, if not THE best game of all time. This game has no flaws, and thus this rating is rarely given out.

9 - Worth owning. Fans of the genre should definitely enjoy this game, but even those who don't normally like this type of game may find themselves getting hooked.

8 - Worth playing. Still a great game, but arguably so. It may not be the best ever, but there's enough to keep your fingers wrapped around the controller for some time.

7 - Worth renting. Unless you're a fledgling gamer, you've probably seen everything this game has to offer before. Still, just checking it out won't ruin your weekend.

6 - Limited appeal. There are always a few people that will fall in love with a game of this caliber, but for the most part, those playing it will be yearning for something more.

5 & BELOW - Garbage. From this point down, it's just a matter of how much of a failure the game is. The lower the score, the more you're hating life for playing it.

CONCEPT

What new ideas the game brings to the table and how well old ideas are presented.

GRAPHICS

How good a game looks, taking into account any flaws such as bad collision or pop-up.

SOUND

Does the game's music and sound effects get you involved or do they make you resolve to always play with the volume down?

PLAYABILITY

Basically, the controller to human interface. The less you think about the hunk of plastic in your hands, the better the playability.

ENTERTAINMENT

Flat out, just how fun the game is to play. The most important factor in rating a game.

REPLAY VALUE

The longevity of the title.

- **High** - You'll still be popping this game in five years from now.
- **Moderately High** - Good for a long while, but the thrills won't last forever.
- **Moderate** - Good for a few months or a few times through.
- **Moderately Low** - After finishing it, there's not much reason to give it a second go.
- **Low** - You'll quit playing before you complete the game.

THE CONSOLE TEAM



ANDY

■ **Handle:** The Game Hombre ■ **Expertise:** RPGs, Action/Platform, Driving, Strategy ■ **Interests:** HDTV, Napster, To Tell The Truth, Gilligan's Island Reruns ■ **Dislikes:** Server Splits, Short Metal Gear Solid 2 Demos ■ **Current Favorite Games:** EverQuest, Jacko & Wacko, Tony Hawk 2

When Andy's not yelling at a game for "rippin' him off," he plays drums in Minneapolis indie rock band, Unbelievable Jolly Machine. A longtime fan of Metroid, Andy has been reviewing video games professionally since the days of the 8-bit NES. While a big sports fan in real life, Andy isn't the first to line up for sports titles, but is always willing to put in the extra hours to play a good RPG or strategy game.

PAUL

■ **Handle:** The Game Professor ■ **Expertise:** Sports, Action/Adventure, Racing ■ **Interests:** Cashews, Cable Modems, CS Clans ■ **Dislikes:** David Stern, Kurt Warner's Wife, NASDAQ ■ **Current Favorite Games:** Counterstrike 1.0, Madden 2001 (PS2), Colin McCrae Rally 2.0

Since the days of the Mattel Intellivision, Paul has consumed every type of sports video game imaginable. Not only is he the staff's resident sports gaming expert, he also has authored detailed strategy guides on all of Capcom's survival horror games. A GI Staff member since 1992, Paul has reviewed well over 500 games during his tenure.



REINER

■ **Handle:** The Raging Gamer ■ **Expertise:** RPGs, Fighting, Action/Platform, Sports ■ **Interests:** Luke's Severed Hand, DVD Bonus Materials, Ultimate Spider-Man, Domino's Pizza ■ **Dislikes:** Lingering Farts, Britney Spears' Smile, The Guy Who Ran Down Steven King ■ **Current Favorite Games:** The Bouncer, Banjo-Tooie, Typing of the Dead

Reiner considers himself the biggest Star Wars fan in the world. Along with his impressive collection of Star Wars action figures, he has seen the trilogy 497 times. A fan of all game types, role-playing games are his strong suit. In his six years as a professional gamer, Reiner has achieved the impossible. Penetrating the pixel boundary, he not only plays games, he's in one, and can be shot daily in the epic N64 release, Perfect Dark.

MATT

■ **Handle:** The Original Gamer ■ **Expertise:** Racing, Puzzle, Action/Adventure ■ **Interests:** Warmth, The Ongoing Eminem/Everlast Feud, Trolli Brite Crawlers Candy, Sleep ■ **Dislikes:** The Game Cassanova, The Video Ranger, Cold, Shaggy ■ **Current Favorite Games:** Tony Hawk 2, Typing of the Dead, Tombal, Gun.Smoke

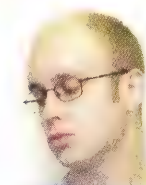
While record collecting, watching reality television, and playing video games might sound like a state of retarded adolescence, Matt manages to scrap together an almost meaningful existence out of these activities. His encyclopedic knowledge of pop culture is either amazing or annoying, depending on how close your desk is to his. Less esoteric than his colleagues, Matt prefers traditional action and platform games.



JAY

■ **Handle:** The Gonzo Gamer ■ **Expertise:** Strategy, Puzzle, RPGs ■ **Interests:** Dungeons & Dragons, Comic Books, Wrestling, Simians ■ **Dislikes:** Kristian's Pretty Face, Incubus, Didgeridoos, Didgeri-dudes ■ **Current Favorite Games:** Bugs Bunny & Taz: Time Busters, Jacko & Wacko

Jay lives in his mom's basement just like you. Adding further fuel to his archetypal nerd fire is his love for comic books, metal miniature painting, and twice weekly pencil-and-paper RPG sessions. In fact, he's such a D&D fanatic, he hates professional football simply because it interrupts his Sunday gaming schedule. Par for the course, his favorite games are often obscure ones. He is also one damn handsome man.



THE PC TEAM



ERIK

■ **Handle:** The PC Jedi ■ **Expertise:** Strategy, RPGs, Anything That Allows Upgrades ■ **Interests:** Wine, Cheese, Attractive Women With Low Expectations ■ **Dislikes:** Loud People, Gawking, 35W, Car Towing Companies ■ **Current Favorite Games:** Giants, Starfleet Command Vol. 2

Erik is a self-professed closet nerd, otherwise known as a NUCI (Nerd Upon Closer Inspection). Although he couldn't care less for people who love everything and anything about anime, he has developed a fixation with mecha. Erik is completely clueless about sports, and will attempt to change a conversation on the topic to one about X-Com or 3rd Edition Dungeons & Dragons so he doesn't look foolish in front of the ladies.



KRISTIAN

■ **Handle:** The Game Dawg ■ **Expertise:** RPGs, Strategy, Sports ■ **Interests:** Quentin Tarantino, Robot Wars, Jane's Addiction ■ **Dislikes:** His Roommate's Beard Clipper, Dell Computers, The Word 'Customer' ■ **Current Favorite Games:** Counterstrike 1.0, American McGee's Alice, Mousetrap

Kristian enjoys opening a can of whoop-ass on his buddies at the ping pong table, then running off to the driving range for a lesson in humility and anger management. The original text-driven Zork started Kristian on the gaming road; Ultima 6, NES Baseball, and Zelda made sure he stayed. Still an avid RPG fan, he can always find time to pound out a good sports game.

NEWBIE CHEAT SHEET

For our newer readers, here is a glossary of terms and acronyms that commonly appear in the magazine. Video game veterans should move along (these aren't the droids you are looking for).

Action – A term we use for games like *Rising Zan*

Adventure – A term we use for games like *Myst*

AI – Artificial Intelligence. Usually used to refer to how well the computer reacts to a human opponent

Board – A term we use for games like *Jeopardy*

CG – Computer Graphics

cutscene – A portion of the game where players simply watch as the story unfolds

DC – Sega Dreamcast

E3 – A place where pathetic people jump for hours on end to get free shirts

Fighting – A term we use for games like *Street Fighter*

FMV – Full Motion Video. Usually refers to an animated CG cutscene

FPS – Frames Per Second. How many animation frames happen in one second. Also used to denote First Person Shooters like *Doom*, *GoldenEye*, & *Unreal Tournament*

framerate – The frames of animation used to create the illusion of movement

frontend – A game's menus and options

GB – Game Boy

GBC – Game Boy Color

ISP – Internet Service Provider. The company that provides you with access to the Internet

LAN – Local Area Network. Connecting computers or consoles together within a small space to allow communication between them. Provides fast, simultaneous gameplay

minigame – A small, simple game within a larger one

motion-capture – Using human models and infrared cameras to record movement for game animation. Also mo-cap

N64 – Nintendo 64

NES – Nintendo Entertainment System

part-time sucks – Anyone who's not a full-time player

Platform – A term we use for games like *Super Mario*, and *Crash Bandicoot*

pop-up – When onscreen objects, usually distant, suddenly appear

PS2 – Sony PlayStation 2

PS-X – Sony PlayStation

Puzzle – A term we use for games like *Tetris*

Racing – A term we use for games like *Ridge Racer*

RPG – Role-Playing Game. A game that involves character improvement through collecting and spending points. A term we use for games like *Final Fantasy*

SG – Sega Genesis

Shooter – A term we use for games like *R-Type*

SNES – Super Nintendo Entertainment System

Sports – A term we use for games like, well duh, *Madden Football*

SS – Sega Saturn

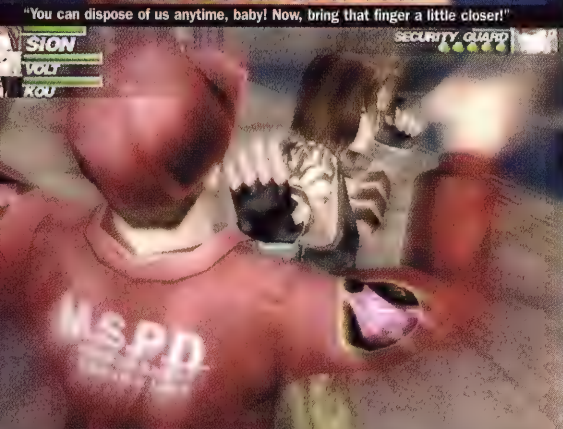
Strategy – A term we use for games like *Command & Conquer*

third-party – Something made for a console by a company other than the console manufacturer

GAME OF THE MONTH GIANTS: CITIZEN KABUTO

Combining some of the most imaginative artistry since Abe's *Odyssey* with remarkably diverse gameplay, *Giants* is one of the most innovative PC games we've seen for quite some time. Whether you're flying around and gunning your enemies down with your Meccaryn buddies, bringing chaos to the battlefield with *Sea Reaper* magic, or simply crushing the enemy underfoot and swallowing them whole with Kabuto, *Giants* never fails to amuse. Check out the review to see what the heck we're talking about. Pg. 98

REVIEW



PLAYSTATION 2

THE BOUNCER

THE HOLLYWOOD PUSH

A new age of experimentation has been ushered in with the arrival of PlayStation 2. Not only are developers trying to create new types of games, existing genres are undergoing severe alterations as well. Video games as we know them are changing – an evolution that will eventually breathe new life into a saturated market. DreamFactory, the developer of the highly acclaimed Tobal series, is one of the brave pioneers determined to make an impact. Dissecting and reworking the fighting formula that put this production house on the map, DreamFactory's first PlayStation 2 test tube baby, The Bouncer, is an accomplishment and a taste of what the future of gaming might hold. However, as innovative and refreshing a change as this may be, one can't help looking back and craving something old school.

The problem with DreamFactory's design has nothing to do with the gameplay, but more so the lack of it. Like most fighting games, this title can be tackled in less than two hours. The interesting thing is, most of this time is spent watching, not playing. Which brings up the question: Is this a game or is this a movie? I agree with the decision to incorporate more story material into the fighting game mix, but the play should always come first. The overall experience boils down as such: Watch a five-minute FMV, then battle for two minutes. In total, I'd say there is roughly 45 minutes of play. For a fighting game, this is on-par with everything else on the market. However, how many fighting games have you seen with only three characters?

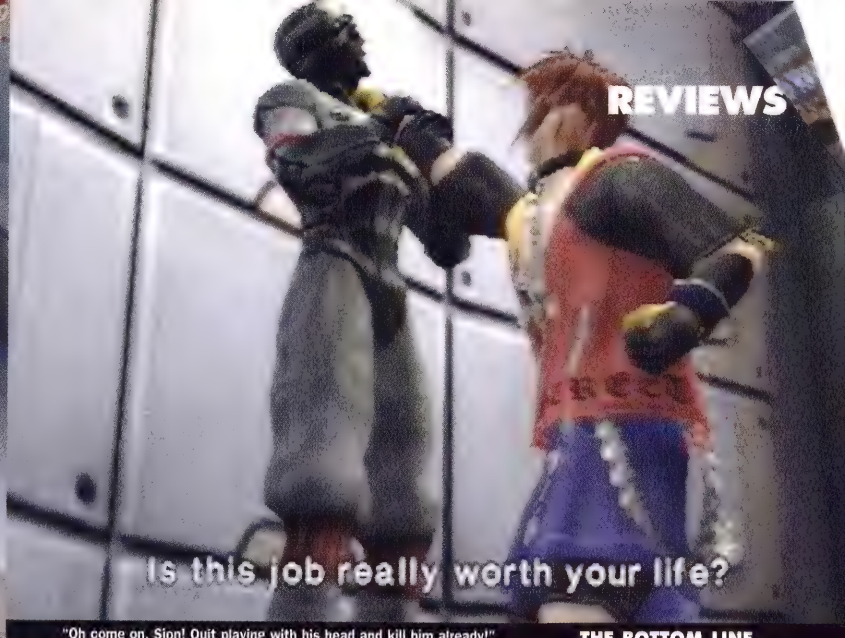
Of course, to digest the entire story surrounding the outcast bar bouncers, you'll need to play through the game with all three of the brawlers. Ever so subtly, new material is injected, and every so often, a new stage appears. Surprisingly, the plot is decent, and in traditional Square Soft fashion, loaded with several mind-blowing twists. Even though the movie aspect highly outweighs the play, The

Bouncer's crowning achievement is the combat. With multiple characters onscreen, it looks a lot like Streets of Rage, but rest assured, it's more like Tobal than anything else. The movement is smooth, precise, and innovative. This is the first PS2 fighting game to incorporate pressure-sensitive attacks (tap the button for a weak jab, squeeze it for a hard punch), and the first to reward players with experience points. The better your performance, the more points you'll pocket. At the end of a session, the EXP can be traded in for new moves or an increase in vital statistics (life, defense, and power).

You really couldn't ask for a better looking game. I oftentimes had difficulty determining if I was watching CG or real-time cutscenes. As we all know, though, we don't buy games for their onscreen appearance. If the roles were flipped, so that gameplay outweighed the movies, The Bouncer would have been a force to be reckoned with. I applaud DreamFactory's attempt, and enjoy the game, but frown on its decision to publish this title without going back and adding depth. — REINER



■ STYLE 1 TO 4-PLAYER FIGHTING ■ PUBLISHER SQUARE SOFT
■ DEVELOPER DREAMFACTORY ■ RELEASE FEBRUARY 13



REVIEWS

"Oh come on, Sion! Quit playing with his head and kill him already!"

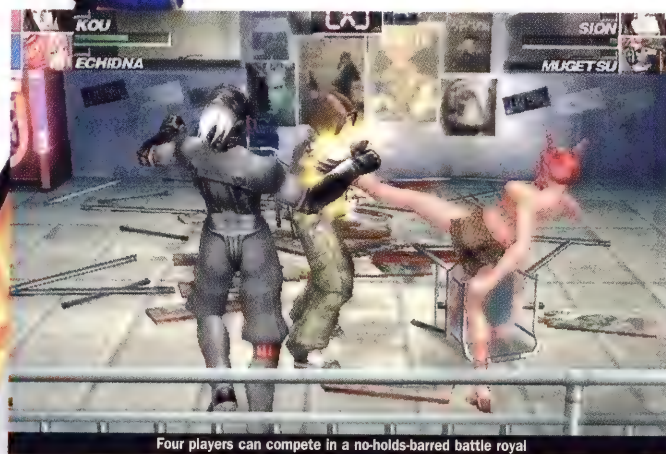
THE BOTTOM LINE



8.5

- **Concept:**
A spectacular CG movie with gameplay on the side
- **Graphics:**
This is the first game where the in-game graphics look just as nice as the full-motion video clips
- **Sound:**
When the soundtrack reminds you of Kenny G, it must be bad
- **Playability:**
Picture Tobal with pressure-sensitive attacks and three-man tag team maneuvers
- **Entertainment:**
Even though the quest is incredibly short, branching story arcs, hidden characters, and a difficult Survival mode give reason to keep brawling
- **Replay Value:**
High

"You really couldn't ask for a better looking game."



Four players can compete in a no-holds-barred battle royal



The full-motion video scenes are seamlessly interfaced with the fighting

BOUNCER POINTS EXCHANGE

864	Life Up	100
800	Power Up	200
Total 64	Defense Up	200
	Buster Throw	400
	Tornado Kick	1000
	Ground Sweep	200
	Floating Mine	1600
	Tornado Uppercut	1600
	Explosive donkey kick made by rolling to build up momentum.	
OK		

Defeating enemies rewards you with valuable experience points that can be traded in for new moves and increased vital statistics

SECOND OPINION

I had hoped that Bouncer would be a whole new twist on what fighters were all about; unfortunately, I was misled. What seemed to be a whole new revolution is in reality just a good old-fashioned fighter, albeit a DreamFactory 3D one, with amazingly gorgeous cutscenes intertwined. There are some great twists involved, like a plot that follows your chosen character, and plenty of moves and characters to unlock, but there is not a whole lot of new stuff here – it is just presented in a new way. The story is pretty interesting, so I give the game props for that, and the character models and environments look fantastic. I did, however, expect more from this game and from Square Soft. It's a solid fighter with a killer look, but I only think it's above average.

ANDY – 8

3/4 REVIEWS

LAP TIME
1:17.5



THE BOTTOM LINE



7.75

■ Concept:

All the pageantry and action of the F1 World Championship is here for the driving

■ Graphics:

Beautifully re-created tracks and cars are just the start – the wrecks are awesome

■ Sound:

Commentary from some British guy we've never heard of. He does offer interesting historical information at times

■ Playability:

Numerous car settings and options offer plenty of challenge, and let you race in arcade style if you like

■ Entertainment:

Unless you have an appreciation for F1, this isn't very exciting

■ Replay Value:

Moderate

SECOND OPINION

All Chris Carter does is catch touchdowns. Likewise, all EA does is put out superb sports titles. F1 is yet another gem from a company that just plain knows how to put together a great game. I don't like F1 racing. If it's on TV, I'll wait for about two minutes in case a cool crash happens, then it's clicksville. I even like NASCAR better than F1, and that's saying something. Let me tell you that this game sucked away an hour of my life before I knew what was happening. It's just fun as hell, and there's no way around it. Very easy to learn, but you can make things more interesting if you want to. Just switch from automatic transmission to manual – that'll keep you occupied. Incredible graphics, great sound, great control, great AI, great customization features...the list goes on. If you're an owner of a PS2, here's another great addition to your library.

KRISTIAN – 9

"...offers plenty of options and tweaks to give you a simulation or arcade experience."

PLAYSTATION 2

F1 CHAMPIONSHIP SEASON 2000

NASCAR THIS IS NOT

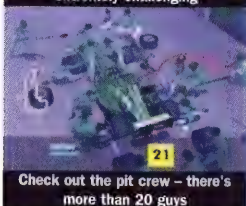
With Electronic Arts' long history of making racing games of all kinds, it really surprises me that this is its first game based on F1 racing. In my mind, the FIA Formula One World Championship is the most prestigious and exciting series in all of motorsports. The history, the locales, and even the name of the governing body of Formula One – Federation Internationale De L'Automobile – reeks of class. Likewise, EA Sports' new game reeks, but in a good way.

Obviously, if you have an F1 licensed game, you should include all the tracks, drivers, and teams of said license. The 11 F1 teams, along with their two respective drivers, are all represented. The finest drivers in the world – Schumacher, Coulthard, Hakkinen, and Villeneuve – sport their team colors and drive excellently re-created cars. The cars aren't exactly like their real-life counterparts, due to the fact that 80% of sponsorship in F1 is from cigarettes and alcohol. That's a big no-no with PlayStation games. Regardless, anyone who plays should check out Jean Alesi's Prost helmet and car – complete with PlayStation insignias on both. Lastly, the 17 tracks that comprise the F1 season include great details – if you have time to look at the scenery.

Speaking of details, there are plenty of nuances that make this game a nice re-creation of the sport. Most notably, the wrecks and car damage. Since I spent some of the early laps on this game getting a feel for the settings and car handling, I spent a lot of time against the wall and in the backsides of other cars. Smoking tires, car parts on the track, and plenty of rolls are all part of the action. With the full damage on, I even managed to mangle a few gearboxes – try taking a lap at Monaco with only 6th gear. I must say that I did have a little problem with the standard digital controls; however, I found the dual analog and manual shifting worked quite nicely.

F1 Championship offers plenty of options and tweaks to give you a simulation or arcade experience. There are settings to create your own seasons, variable lap settings, pit strategies, and plenty of car-tuning options. There are not too many holes in this game's design or execution.

It is hard for me to classify this game as a "must-have." You have to be an F1 freak like me to get into it. If you think Silverstone is an Aussie rock band or Jacques Villeneuve is an undersea explorer, you'll probably want to steer clear of this racing game. On the other hand, the new F1 season starts in March and this game is a good crashcourse on the finest racing league in the world. – **PAUL**



The smoke flies as Schumacher gets sideways



"Hey, it looks like you're trying to cut that turn a little tight"

■ STYLE 1 OR 2-PLAYER SPORTS ■ PUBLISHER EA SPORTS ■ DEVELOPER EA SPORTS ■ RELEASE DECEMBER 19



"The Japanese gaming audience didn't take a liking to this extreme steering control, and I'm sure the US audience will dislike it as well."

PLAYSTATION 2

DRIVING EMOTION TYPE-S

MIXED EMOTIONS

Square Soft's newfangled approach to the racing genre really couldn't have been possible until now. The level of detail incorporated in this title is mind-boggling. Not only are the vehicle bodies authentically represented, the interior of each car is modeled realistically. All 43 of Type-S' sleek rides feature unique dash displays, steering wheels, windshields, and interior designs. If you take your eyes off the road for a second, you can actually see a working speedometer and tachometer, your driver's hands moving on the wheel, the reflection of your helmet gleaming off of the windshield, and the hull of your ride bouncing when you hit a bump or collide with an opponent. All of this comes together to deliver a sensation unlike anything before it. The detailing in the environments is just as flashy, and believe it or not, on par with the graphical brilliance of Ridge Racer V and Gran Turismo 3. Type-S really couldn't look much better.

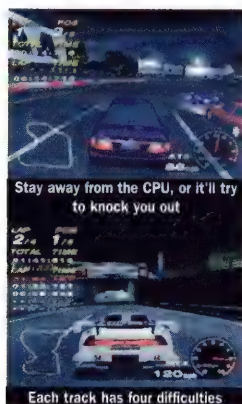
When a game pushes the graphical boundary like Type-S does, something usually has to give. More times than not, the element that is sacrificed is gameplay. Just look how choppy Electronic Arts' Triple Play Series was on PlayStation. The overpowering graphics destroyed the gameplay. Blessed be Square Soft's programming staff, as no vital cuts were made to the gameplay in Type-S. It runs smoothly at 60 frames per second, and keeping with Square's revolutionary

expedition, it's also uniquely sculpted, doing things a little different than every title on the market. Right now, it sounds like the perfect game, but believe me, it has a fair share of problems.

When you break it down, Type-S' physics and control schematic are based on vehicular weight...again, realism takes the driver's seat. If you sway to the left, you'll need to counter-steer to maintain a balance. The touchy driving mechanics require constant jostling of the d-pad. As intense as this sensation is, the Japanese gaming audience didn't take a liking to this extreme steering control, and I'm sure the US audience will despise it as well. To understand this obscure control scheme, it takes patience and at least an hour of training. Even with a tight grasp of how this game works, it's still a nail biter, where one false spin of the wheel can end a race. I actually found myself holding my breath for a good portion of a race, just praying I didn't mess up. In my opinion, this is how gaming should be.

I would have scored this game through the roof, but an incredible annoyance lies within its racing skin. You actually watch this game load more than you play it. There's a price to be paid for the aforementioned power. With constant race restarts and car changes, this nuisance quickly becomes a nightmare. A game-ending nightmare. — REINER

■ STYLE 1 OR 2-PLAYER RACING ■ PUBLISHER SQUARE SOFT ■ DEVELOPER SQUARE SOFT/ESCAPE ■ RELEASE JANUARY 30



Stay away from the CPU, or it'll try to knock you out

Each track has four difficulties



The terrain differs greatly on some tracks



Bumping and grinding is a crucial part of head-to-head competition



Fast rides become available later in the game

REVIEWS

EVERYONE
E
ESRB RATING

8

■ Concept:

An intense racer that captures realism in a new light

■ Graphics:

Impressive detailing right down to authentic cockpits and realistic terrain

■ Sound:

Type-S' techno is decent, but Square should have tried to match GT by enlisting big bands

■ Playability:

Revolutionary and frustrating, but if you can get it down, the next evolution in racing

■ Entertainment:

The challenge is there, but a larger stable of cars is needed

■ Replay Value:

Moderate

SECOND OPINION

Like Derek Smalls of Spinal Tap once said, "There is such a fine line between stupid and clever." On the one hand, Driving Emotion Type-S is a brilliantly challenging racer that demands all your focus and skill. On the other hand, it is a frustratingly slow and unforgiving racer that will eat you up and spit you out if you aren't prepared for what it has to offer. One mistake in a race means having to restart, and since the loading times in this game are sleep inducing, this fact alone is enough to make you want to take this disc out of your PS2 and huck it into the Hudson. If that wasn't enough, the racers in this game like to bump and grind, so don't be surprised if they send you cascading into the walls. But if you can get over Driving Emotion's touchy (or challenging, depending how you look at it) controls, then there is a masterpiece for driving simulator buffs buried in here. I thoroughly enjoyed this game when I raced, but I had to score it down for its annoying load times that in the end detracted from the game.

ANDY — 7.75



PLAYSTATION 2

RC REVENGE PRO

LESS FUN THAN LICKING A NINE-VOLT

"RC Revenge Pro represents game development in its lowest form."

As you can glean from a quick perusal of this issue, things are a little bit slow on the PlayStation 2 front right now. After a stellar launch, there have been few PS2 titles released, and even fewer that would keep any reasonably sane gamer playing for more than an afternoon. Hoping to sell some units to hardcore PS2 owners who have exhausted their existing games, Acclaim recently pooped out this cheap 'n easy update of RC Revenge. Remember that stinker? Neither did I. Unfortunately, RC Revenge Pro quickly brought back all those painful memories I'd been trying to hide.

RC Revenge Pro represents game development in its lowest form. Little, if anything, has been added to the PS-X original. Sure, the graphics and textures are a bit more impressive. Remember that big octopus on the first water track? Thanks to the staggering processing power of the PS2 – its arms now move! Truly inspired. Imagine what they'll be able to accomplish by the time RC Revenge Super Pro 2001 is released.

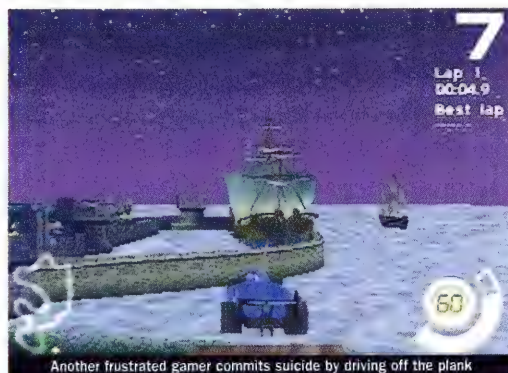
As before, the control is barely adequate, and a good number of the vehicles bounce and skid so uncontrollably that they are basically worthless. So, despite a wide variety of

cars, you will still find yourself returning to a few reliable performers. The control problems are diminished on the boat racing levels, but not enough to make up for the general level of frustration that abounds.

Speaking of frustration, let's discuss the track designs. At first glance, they appear quite attractive and inventive – until you become stuck in one of the many nooks and hang-ups strewn throughout. Oftentimes, attempting to grab a weapon and power-ups leads to being stuck in a quagmire or tight corner. After a few goes around the track, you begin to realize that any advantage gained from a weapon is not worth the time you'll lose. The track editor allows you the opportunity to construct your own (less annoying) courses, but it's also not enough to lift this game out of the gutter.

So, what we have here is a marginally better looking version of a bad PS-X game masquerading as a bona fide PlayStation 2 title. I think there are better ways you could spend your 50 bucks, especially when you consider that the price of RC Revenge for the PlayStation has already been dropped to \$20 at most retailers. Although, I wouldn't say this game is a bargain, even at that price. – **MATT**

■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** ACCLAIM ■ **DEVELOPER** ACCLAIM ■ **RELEASE** DECEMBER 12



THE BOTTOM LINE



5.5

■ **Concept:**

A really bad racing game released for the PS-X earlier this year is now slightly less bad on the PS2

■ **Graphics:**

The static backgrounds have been animated, adding some much-needed eye candy

■ **Sound:**

The soundtrack is about as generic as they come, as are the sound effects

■ **Playability:**

Some of the cars handle okay, but the tracks are filled with annoying dead ends and odd corners

■ **Entertainment:**

The PS2 already has at least six racers better than this

■ **Replay Value:**

Moderate

SECOND OPINION

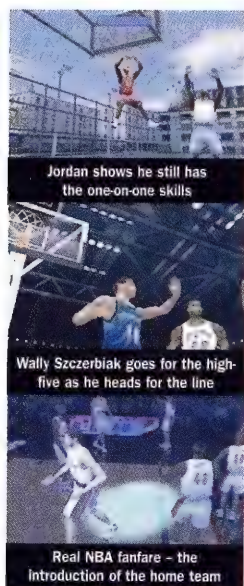
This game wants to be a cart racer, but it seems like the developers gave up halfway through and decided on remote-controlled stuff instead. I guess you could call it an attempt to make RC Pro Am look really, really good. Except it isn't as fun as RC Pro Am. The choice of different car models is nice in theory, but when you're playing the game, it doesn't seem to make a whole lot of difference which car you've chosen – everything else on the course is going to be faster than you. The backgrounds and animations are beautiful, but the gameplay just seems to be playing catch up to the graphics the entire way through. There are going to be other racing titles released that will be more worthy of your attention, but renting this one might not be a bad idea. A night of multiplayer racing, and you'll have seen everything this game has to offer.

KRISTIAN – 6



REVIEWS

"I just wish they had spent a little more time on making Kevin Garnett...look less like Tom Hammonds and more like himself."



Jordan shows he still has the one-on-one skills

Wally Szczerbiak goes for the high-five as he heads for the line

Real NBA fanfare - the introduction of the home team

PLAYSTATION 2

NBA LIVE 2001

YEAH, YEAH, YEAH, THEY PLAYIN' BASKETBALL

Following some solid releases with gambits in hockey, soccer, football, and even F1, EA Sports has finally put the finishing touches on its inaugural basketball game for the PlayStation 2.

I have been following this game's development since it was officially announced last spring, but it wasn't until a couple weeks ago that I actually had a chance to play it. With my constant pestering of EA Sports' public relations staff, it is baffling that they even sent it to me, considering how annoying I must have been. That being said, I was completely stoked to give this game a run.

At first glance, the graphics didn't really impress me. Although the player models have smooth and varied animation, I think they lack detail - at least when compared to NBA 2K1. Some of the players in NBA Live look a lot like their real-life counterparts, but some guys just don't have it. However, the graphics aren't all that bad considering all the details such as home team introductions, bench animation, and the reactions of players to fouls and big plays. On a side note, the player reactions to fouls are very cool, but since there are no refs on the court, they are technically reacting to no one. EA Sports has always done well with the nuances of the game, but I just wish they had spent a little more time

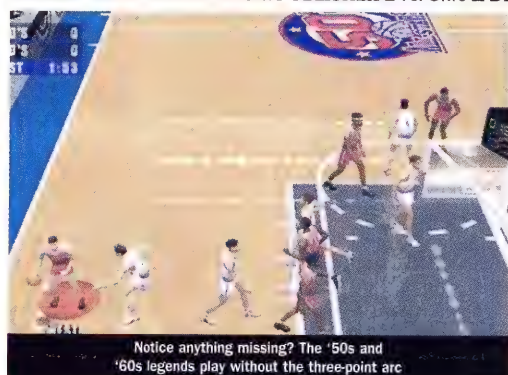
on making Kevin Garnett (the NBA Live coverboy) look less like Tom Hammonds and more like himself.

Like most of the new EA Sports PS2 games, the playcontrol is quite similar to what was offered in past games. There is nothing wrong with this, but the gripes I've had with the past games' controls are still prevalent here. It is still easier to block shots than to rebound, and the players seem to slide around the courts a little too much. In other words, I think the players react a little too quickly to the control input.

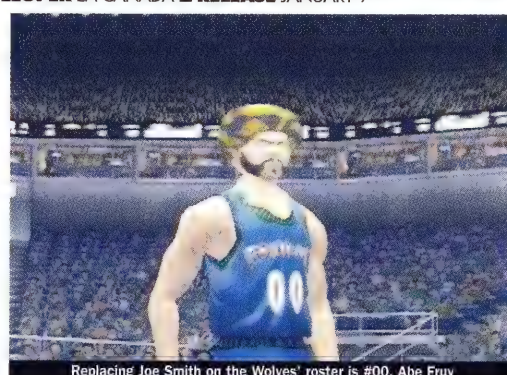
Where this game really excels is in the options and extras. It is missing the NBA Challenge mode that was introduced in the PS-X version, but I especially like the options to adjust the length of time the computer simulates the other games played in a season. A lot of past b-ball titles would let you play shorter games, but your stats would be horrible because all the other computer games would be simulated at a longer time. This is a small feature, but I think it is cool nonetheless.

I think this game is solid and probably won't be touched by any other basketball game for the PS2. However my expectations were a little too high and I came away a bit disappointed with the results. - PAUL

■ STYLE 1 TO 8-PLAYER SPORTS ■ PUBLISHER EA SPORTS ■ DEVELOPER EA CANADA ■ RELEASE JANUARY 9



Notice anything missing? The '50s and '60s legends play without the three-point arc



Replacing Joe Smith on the Wolves' roster is #00, Abe Fruy

THE BOTTOM LINE



8.25

- **Concept:**
EA turns the NBA loose on the PS2 with plenty of graphical extras
- **Graphics:**
Some of the marquee players look nothing like the real thing, but the nuances of the game are excellent
- **Sound:**
Great play-by-play and analysis from the two-man crew. The soundtrack is also pretty funky
- **Playability:**
Loose and slippery are two words that describe the control
- **Entertainment:**
This is the only real contender for hoops on the PS2
- **Replay Value:**
Moderately High

SECOND OPINION

Continuing with its PlayStation 2 hot streak, Electronic Arts' development of NBA Live is loaded with the technological improvements you'd expect. Unparalleled realism graces every character and arena. While the gameplay clings ever so tightly to the original PS-X formula, the movement and overall flow of the game are much smoother. Even though the entire package has been drastically improved, deep down inside, I'm actually somewhat disappointed with this offering. EA really didn't do too much with the TV-style presentation and character interaction. The gameplay is definitely a step in the right direction, but it hasn't made a significant jump like Sega's NBA 2K1 has. Live is a beautiful game, but if you only choose one basketball title, Visual Concepts' masterpiece on Dreamcast is the way to go.

REINER - 8.5



"If you already bought this game, I'm sorry I couldn't have warned you sooner."

PLAYSTATION 2

NCAA FINAL FOUR 2001

PUTTING UP A BRICK

It is amazing that this game actually beat NBA Live to the shelves by a few weeks and will go down in history as the very first basketball title to be released for the PlayStation 2. Amazing in the sense that Final Four really came out of nowhere. Sure it was announced back in May, but I thought 989 Sports might hold back with some of its titles after the debacle that is the PS2 version of GameDay. On the contrary, 989 shows little regard for the quality of its product by again releasing what I think is a laughable basketball game. Where to begin?

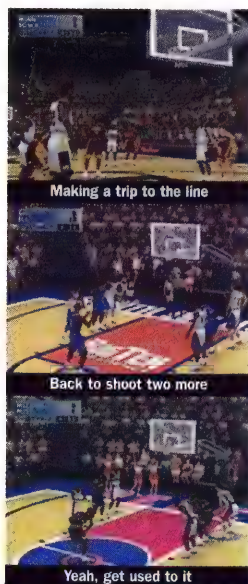
Let's start with the positives. There are over 300 teams, all with nicely designed uniforms and team-specific arena floors. For that matter, the player models show some good variety in facial features and animation. Oh, there are also some commendably modeled cheerleaders. Lastly, there is a taunt control that will make your player do a little hyped-up dance. Now watch as I dance all over the remaining junk that is this NCAA Final Four 2001.

First and foremost, the camera system is a joke. It's not that there aren't enough settings to give you varying views of the action, it's that the camera doesn't really follow the ball in any sort of logical manner. Where the camera problems become glaringly apparent is when you are advancing the ball up the court. When you make a long pass, you'll find that the camera

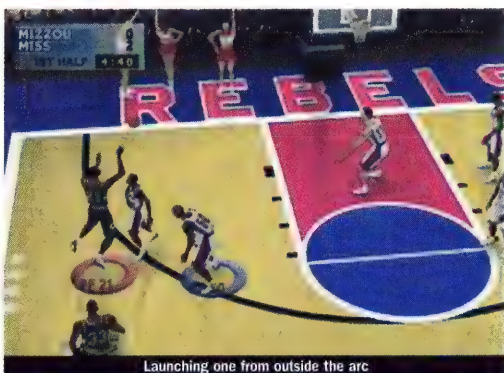
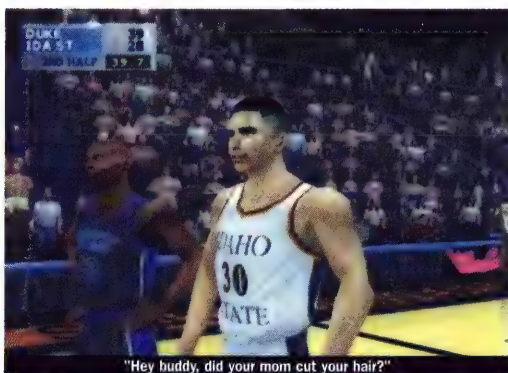
quickly shifts to the player about to receive the ball. It is quite humorous, as the player – as well as the computer players – will just sort of wait until the ball suddenly comes into the picture. While this effect is more prevalent in certain play perspectives; fast-break basketball is a little difficult to accomplish.

Achieving any semblance of a college basketball game is also hampered by a bunch of odd events and playcontrol quirks that leave me reeling. The steal button is a good example of this strangeness. Attempting to steal the ball when you are a good distance away will send your player into a furious animation. This will fling him some 15 or more feet toward the ball at speeds faster than any other player on the court can run. Another fine example of the complete goofiness of this game is the amount of fouls that are committed. It seems virtually every trip down the court means a trip to the free-throw line. The computer AI has no regard for where and when they will foul you. There are more problems with the AI, rebounding, and lack of a player create feature, but space limitations regrettably keep me from just assassinating every aspect of this sorry game.

If you already bought this game, I'm sorry I couldn't have warned you sooner. I think those of you who were considering this title already know what to do. – **PAUL**



■ **STYLE** 1 TO 8-PLAYER SPORTS ■ **PUBLISHER** 989 SPORTS ■ **DEVELOPER** KILLER GAME ■ **RELEASE** DECEMBER 19



THE BOTTOM LINE

EVERYONE **E** **3**

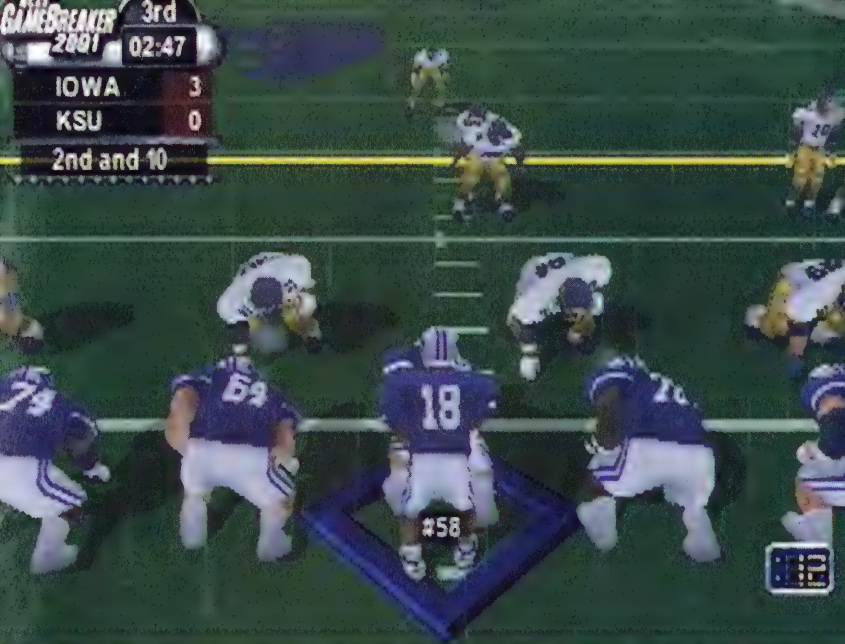
- **Concept:** College hoops with over 300 teams, and the first PS2 b-ball game
- **Graphics:** The camera has trouble tracking the ball, which makes for a truly bizarre experience
- **Sound:** Quinn Buckner on the play-by-play and all the other sounds from the PS-X version
- **Playability:** Unresponsive control coupled with a bad camera system makes for poor play
- **Entertainment:** It's sad that this had to be the first PS2 basketball game because it is just not fun
- **Replay Value:** Low

SECOND OPINION

I have a dream, that one day 989 will actually finish developing one of its PlayStation 2 games before sending it to retail. I've seen a fair share of games that have been rushed out the door before, but this is ridiculous. At best, I'd say this game is 50% complete. I say this because I've never been exposed to this many bugs in a finished game. Sometimes the camera veers away from the ball, leaving you blinded as to what is happening. When a defender goes for a steal, he moves three times faster than he normally does. Seeing how poor of a competitor the computer is, I have a feeling that 989 accidentally inserted the AI from GameDay. This truly is one of the worst PlayStation 2 game on the market. However, I did get a few laughs out of it. If you have the cash lying around, go ahead and rent it for a day. You have to see firsthand how awful Final Four truly is.

REINER – 2

GAMEBREAKER 2001 3rd 02:47
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GAMEBREAKER 2001 1st 02:47



REVIEWS

THE BOTTOM LINE



3.25

- **Concept:**
A little more polish than GameDay, but it is virtually the same game
- **Graphics:**
The transition animations into tackles are extremely poor and cause very jumpy action
- **Sound:**
The legendary Keith Jackson brings the same sounds from the PS-X version
- **Playability:**
The passing game is a little better than GameDay, but the collision detection will have you diving through players at times
- **Entertainment:**
A nearly identical experience to playing the PS-X version, which equates to mediocrity at best
- **Replay Value:**
Low

"...so much time [was spent] on animating refs, coaches, and trash talk, every other aspect of the game was neglected."

PLAYSTATION 2 NCAA GAMEBREAKER 2001 WELCOME TO THE TURKEY BOWL

It is really no surprise to me how the PlayStation 2 version of GameBreaker turned out. If you look back, 989 Sports has always just used the existing GameDay engine and modified it to the college game. This same strategy is used on the development of this game and little, if anything, has changed between 989's two football titles. Likewise, nothing has changed in my assessment of this title and its equally mediocre bigger brother.

Scrutinizing this game is fairly easy because there are just so many things that are problematic. However, I must first point out that I actually like this game a little better than GameDay. I can't exactly put a finger on why, but it may be because the passing game has been tuned. Not to say that things such as seeing a receiver bust into a coverage animation – meant for a d-back – makes the passing "tuned." It is just to say that I think it's better than GameDay.

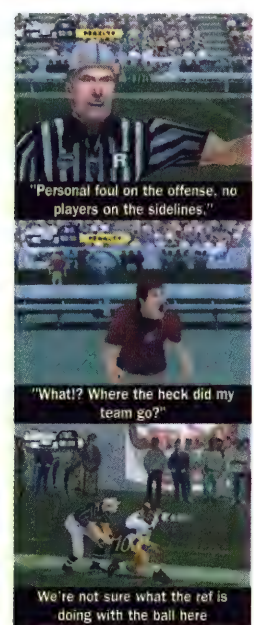
Topping the list of the strange and completely baffling aspects of GameBreaker that make it a real stinker are the animations and collision. The transition animation – when a player switches between running and some other move – are poorly executed. I really noticed this when setting up a guy for a tackle. The action skips a few frames and the player suddenly shifts orientation. I also noticed this when attempting to jump for a pass and make rushing moves.

These bugs conspire to create slow and extremely sluggish playcontrol.

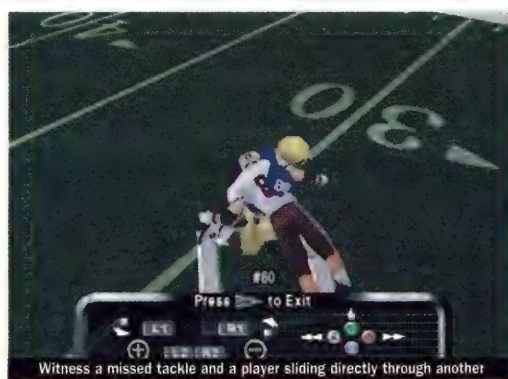
Slow is also a word that can describe the computer AI. Watching the computer work its magic and control the defensive players is certainly funny. I thought the days of running circles around the computer AI were over with the 16-bit days, but this game proves it lives on. Breaking away from the defenders will happen, and rushing toward the end zone is the obvious thing to do. What I do is turn at the goal line, move across field, and then run back 20 or 30 yards. Actually, that is the most entertaining part of the game – I did it in GameDay too. It doesn't happen as much in the higher difficulties, but it doesn't change the fact that the AI is plain stupid.

Here's my theory on why there are so many bugs in both GameBreaker and GameDay: I believe that 989 – and developer, Red Zone – spent so much time on animating refs, coaches, and trash talk, every other aspect of the game was neglected. Another possible cause is that the suits at 989 put shipping the game in time for the holidays above anything else.

I think it is obvious that I cannot recommend this to anyone other than that kid who tried to cheap shot me in peewee football. I think his name was Schwartz. – **PAUL**



■ **STYLE** 1 TO 8-PLAYER SPORTS ■ **PUBLISHER** 989 SPORTS ■ **DEVELOPER** RED ZONE INTERACTIVE ■ **RELEASE** DECEMBER 19



SECOND OPINION

In some regards, NCAA GameBreaker does indeed resemble a game. It has graphics, and when you push the buttons on the controller, different things happen. If I didn't know better, I could have sworn 989 was trying to create a football game. All of the players wear helmets and the ball has laces on it. Oddly, though, the gameplay really doesn't hold true to the pigskin formula. Whenever I got my hands on the ball, I scored a touchdown. Whether it was a running play or a kickoff return, I reached the end zone with ease. All you have to do is run backwards with the ball, wait until the defenders are huddled together, then cut around them. It works every time. This feat is a tad more challenging on the highest difficulty level, but if you have the room, you'll find a way around. Bad 989! Bad!!!

REINER – 1



"In every way possible, Evil Dead: Hail to the King is a spectacular misconception."

PLAYSTATION

EVIL DEAD: HAIL TO THE KING

KING OF TWO THINGS...AND JACK LEFT TOWN

No one was more looking forward to this game than me. A fan of the series for years, I was wearing an Evil Dead shirt by coincidence when THQ, at an editors' conference, first announced they were making a game based on the films. The early versions of Hail to the King (formerly known as Ashes 2 Ashes) that I saw looked pretty bad, but I held onto hope that all would be well in the end. I even tried to convince myself that THQ not sending us an early reviewable copy didn't signify that even they knew the game sucked. So here I sit, playing the packaged copy of a game I desperately want to like, and all I can think of is a conversation Ash had with Evil Sheila in Army of Darkness.

"You found me beautiful once."

"Honey, you got real ugly."

In every way possible, Evil Dead: Hail to the King is a spectacular misconception. The game opens with a short cutscene that gives a totally weak explanation as to why Ash must return to the cabin, and then thrusts the players neck high into the action. Unlike the movies it's supposedly based upon, HttK has no pacing. Even though the game uses the Resident Evil formula, it fails to evoke any fear or suspense, because players are constantly bombarded by Deadites. Adopting the Resident Evil style becomes even more

inappropriate when one considers all the dynamic camera tricks Sam Raimi utilized in the Evil Dead movies. We never get to see herky-jerky camera shifts or Ash being chased by the unknown. Instead, the game uses fixed cameras at truly boring angles throughout.

The only compliment I can even think up for this game is its incomparable difficulty. You see, even after you use half-a-tank of gas chainsawing a skeleton apart, that skeleton will then reappear almost instantly in its original generation point. You quickly learn that running is the only way you'll survive, but it isn't long before you get cornered and have to fight your way out. In my first two hours of play, I had one save five minutes into the game, and could barely make it a few yards from the cabin before getting killed and having to return to that shallow save. To get any further, I had to use a GameShark for infinite life, and I still had trouble getting anywhere!

I consider Evil Dead: Hail to the King an utter tragedy. There's so many ways this game could have gone right, I have trouble comprehending how it turned out so bad. A 4.5 is a horrible score, but if this didn't have the Evil Dead license I may have given it a negative rating. The only thing it does right is swallow your soul. — JAY

INVENTORY

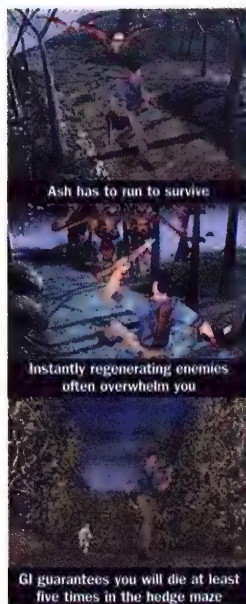
Just like the Resident Evil series, players of Evil Dead: Hail to the King have a limited number of items they can carry in their inventory, but similar items stack with one another. First Aid Kits and food replenish health. Tapes allow the game to be saved. If the proper instruction manuals are found, players can learn how to combine items to make food and fuel. How original!

COMBAT

A two-button interface allows players to attack with the chainsaw and a weapon held in their other hand independently. The R2 and L2 buttons turn the chainsaw on and off, respectively. Unfortunately, the only combo that Ash can perform is to use his off-hand weapon to finish off Deadites as he goes them with the chainsaw. All the action takes place through fixed camera angles that change depending on where the player goes. How original!

PUZZLES

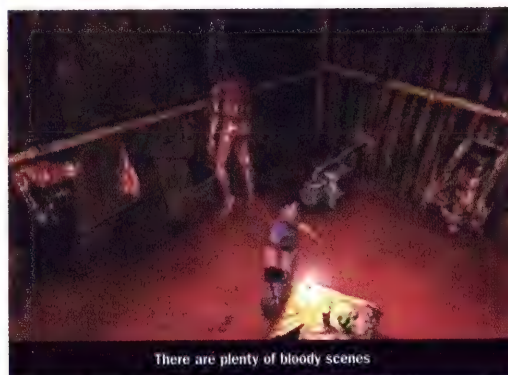
Players will often need to find a certain item to progress further in the game. Here, Ash sees that a battery is needed to power the lights in the mine shaft. Luckily, items are hard to miss, since they constantly glint when onscreen. What's that chest on the right? Well, that's where Ash can store items that can be grabbed later from any other chest in the game. How original!



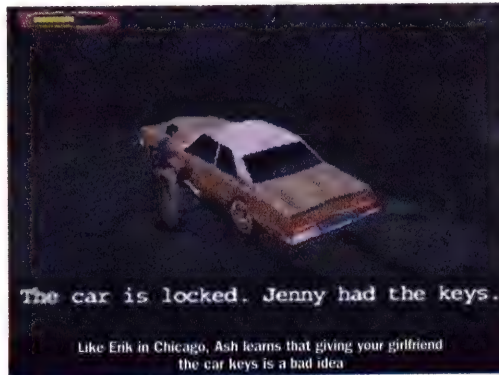
Ash has to run to survive

Instantly regenerating enemies often overwhelm you

GI guarantees you will die at least five times in the hedge maze



There are plenty of bloody scenes



The car is locked. Jenny had the keys.

Like Erik in Chicago, Ash learns that giving your girlfriend the car keys is a bad idea

■ STYLE 1-PLAYER ACTION/ADVENTURE ■ PUBLISHER THQ ■ DEVELOPER HEAVY IRON STUDIOS ■ RELEASE DECEMBER 5



THE BOTTOM LINE



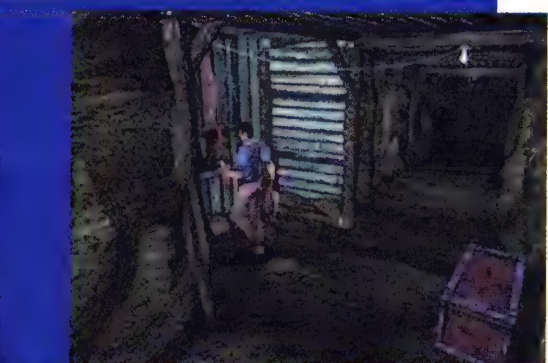
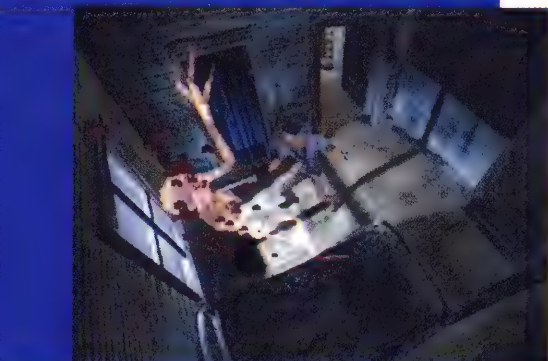
4.5

- **Concept:**
An impossibly hard Resident Evil rip-off that fails to be frightening
- **Graphics:**
As well as everything being grainy, dark, and washed out, there's very little character animation
- **Sound:**
Bruce Campbell gets in some good one-liners, but even these, like the rest of the game's sound, become repetitive
- **Playability:**
If you feel compelled to complete this game, an infinite health code is recommended
- **Entertainment:**
Even for the most dedicated Evil Dead fan, almost nonexistent
- **Replay Value:**
Moderately Low

SECOND OPINION

One would think the developers would understand some of the play mechanics that made Resident Evil cool, considering they decided to emulate that classic game. Nothing shocks or surprises you, aside from the fact that so many horrible decisions conceived this blundering zombie of a game. Enemies regenerate constantly, even as you're picking up items from the last battle. Combat is absurd, and the lack of variety in weapons (there are guns, but almost no ammo) make it a total bore. It's not scary, funny, or even gory. This Evil Dead stinks like a rotting, disembodied hand. If you love Evil Dead and want more, I suggest checking out Peter Jackson's Bad Taste and Dead Alive (the unedited version). You'll probably completely forget about this game when you see a man liquefy a house full of zombies with a lawnmower strapped to his waist.

ERIK - 5.25



REVIEWS

THE BOTTOM LINE



6.5

- **Concept:**
Dirt bikes racing on topographically varied dirt
- **Graphics:**
It looks nice enough, but closer inspection reveals large gaps in the animation frames
- **Sound:**
Mercifully, the whine of the bikes' engines are overpowered by a pretty rocking soundtrack
- **Playability:**
Difficult to master, the controls are well put together and accurate
- **Entertainment:**
Another in a long line of average motocross games
- **Replay Value:**
Moderate

SECOND OPINION

What a difference a year makes! You can tell that Funcom has been working overtime tweaking the sequel to Championship Motocross, because this year's model is actually markedly better than the last. The textures, once vomit-inducing, are now only slightly unpleasant. The playcontrol, which seemed almost epileptic before, is now tolerable. Also new is a freestyle stunt mode that proves to be fun for nearly ten minutes. The only thing I missed from the previous edition was Vanilla Ice's romping stomping metal remix of 'Ice Ice Baby.' Of course, the game was so bad to begin with that these mild improvements amount to trying to dig your way to China with a spoon. Overall, it's just another mediocre racer.

MATT - 6.75

PLAYSTATION

CHAMPIONSHIP MOTOCROSS 2001 FEATURING RICKY CARMICHAEL AND THE WHIRR GOES ON

Deep in my heart of hearts, I know that a motocross game can (and should be) highly entertaining. Excitebike 64 seemed to be taking things in the right direction, and after the incredible pile of motocrap that came across our desks in the last year, I was convinced that Ricky Carmichael would be the savior of the genre with his second offering from THQ. Sometimes wishes don't come true. It's not that Championship Motocross 2001 is bad. The problem is that it just is. There isn't really anything to separate it from the confoundingly numerous pack. A Freestyle and Career mode, more actual riders and tricks, and a couple new bike licenses are here to flesh out the racing model introduced in the original, but all these additions somehow fall short of thrilling.

Hardcore motocross fans will most likely dig this game, for it is certainly true to life and dedicated to the sport it portrays; however, I'm beginning to wonder if realism is the way to go. Pro Skater taught us that video game versions of so-called extreme sports can succeed by bending Newton's laws a bit. After all the "authentic" physics I've encountered in every single game involving dirt bikes, I could go for a little escapism. — JAY



The four freestyle courses let you show off your stuff to an arena full of fans

■ **STYLE** 1 OR 2 PLAYER RACING ■ **PUBLISHER** THQ
■ **DEVELOPER** FUNCOM ■ **RELEASE** DECEMBER 27

REVIEWS



PLAYSTATION

MEGA MAN X5

ROBOTIC REJECTION

**"You feel like
you have
training wheels
on through the
entire quest.
Blistering fun
this is not!"**

Ah yes, yet another brilliant review I spent countless hours piecing together falls on deaf ears. (sigh) Woe is me. Presumably, if you've glanced over the pictures and read up to this point, you must be one of the five uninformed souls who doesn't know a thing about Mega Man's historic sidescrolling exploits. Welcome. Grab a cookie and some punch.

Early on, Capcom insisted that Mega Man wouldn't return in a classic two-dimensional sequel. Liars! Here's the living proof, baby! Now, if Capcom's statement included "revolutionary" or "groundbreaking", then it's a different story. Part of me is glad to see the old mold, but then again, why didn't Capcom try to make it better? The technology is definitely there to make the game much more explosive. Just look at how Konami worked wonders with Castlevania's 2D PlayStation venture.

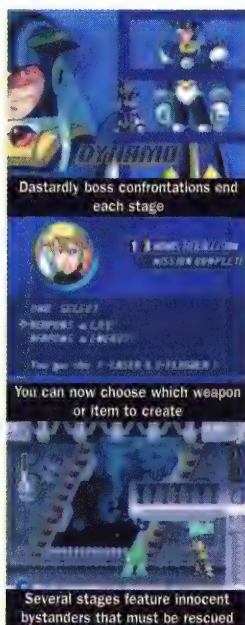
Many of the changes Capcom implemented actually take away from the game, rather than add a new dimension. For example, you can now choose between three different playable characters (X, Zero, and Fourth Armor). I was ecstatic at first, but I quickly realized that the character variety really destroys the gameplay fundamentals. Since the characters differ so greatly, especially Zero to X, different formulas can be used to tackle bosses and stages. In the original X games,

you really couldn't get anywhere unless you found a weapon that worked on a boss. In X5, I tackled every boss with the X-Buster and Z-Saber. The diminished difficulty doesn't end here either. Multiple checkpoints and unlimited continues make the game even easier. Granted, reaching some checkpoints is a serious pain in the metal rear, but through nonstop trial and error, you'll get to the next continue point in minutes.

The only noteworthy and puzzling entries are found in weapon development; you now have the choice as to what item you want to create. The clock feature is also somewhat interesting. After you complete a stage, or back out to enter another stage, you lose a day. When all 15 days expire, a meteor crashes into the earth. At this point a new stage is available and the quest changes. This is a cool feature, but let's get real, with unlimited continues, you shouldn't have a problem avoiding this scenario.

By Mega Man standards, this is a disappointing sequel. It doesn't have the white-knuckle difficulty curve of the previous releases. You feel like you have training wheels on through the entire quest. Blistering fun this is not! After a zillion different Mega Man games, the last thing Capcom needed to do was make it easier. — **REINER**

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM ■ **RELEASE** JANUARY



Dastardly boss confrontations end each stage

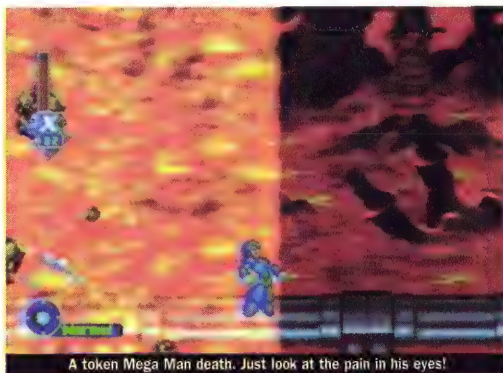
THE SELECT
PRESSURE SELECT
ARMOR: 0-1000000
You can now choose which weapon or item to create

You can now choose which weapon or item to create

Several stages feature innocent bystanders that must be rescued



It's all about perfect timing and precious movement



A token Mega Man death. Just look at the pain in his eyes!

THE BOTTOM LINE

EVERYONE
E
CONTENT RATED EVERYONE
FOR ALL AGES

7

■ Concept:

At long last, Mega Man has returned to the second dimension

■ Graphics:

16-bit all the way...but oddly, the game is hampered with slowdown

■ Sound:

Oh so familiar, yet oh so sweet

■ Playability:

The same moves your parents used with a few variations

■ Entertainment:

Unlimited continues and easier boss encounters make this the least frustrating Mega Man to date

■ Replay Value:

Moderate

SECOND OPINION

Mega Man is truly one of the greatest characters in video game history. His games and their glory will live on forever (well, most of them will), which makes me even more confused as to why Capcom would develop subpar product for the big M. Sure all the classic elements are here — lots of diabolical bosses, harrowing jumps, and maniacal maneuvers — but massive slowdown problems and text-driven cutscenes that went the way of the dinosaur like 3 years ago is just not impressive. True, you don't get platforming challenges like this from anyone else in the business anymore, but if you are going to do something, Capcom, at least try to do it right. The technical problems are just inexcusable, especially when dealing with all this great art, game design, and the legacy that is Mega Man. Fans will need to play this one to keep up, but let's all hope the next generation brings the beloved 2D Mega Man some innovations.

ANDY - 7



"I actually found myself fascinated by this plot. Insane school-yard murders. Teen magazines. Hot chicks. It's all good."

PLAYSTATION

PERSONA 2: ETERNAL PUNISHMENT

WORTH SINNING FOR?

As Maya Amano, a cub reporter for the wildly popular teen magazine "Coolest," you've been assigned to a dangerous new assignment – to investigate a string of murders at Seven Sisters high school. The only lead you have is the attacker's name, The Joker. Interrogating the frightened classmates leads you down a dark path filled with unexpected twists and outworldly experiences.

Despite wondering when Batman would show up, I actually found myself fascinated by this plot. Insane schoolyard murders. Teen magazines. Hot chicks. It's all good. In all honesty, this is a fascinating story Atlas has penned, and the artistic design lends itself nicely to the story development. Even in tiny sprite form, the anime characters look fantastic and blend ever so nicely with the three-dimensional environments. Atlas also crammed in a ton of animations for all the characters. Unfortunately, each movement is rather jerky and seriously lacking in frames, but hey, it's better than it is in most RPGs.

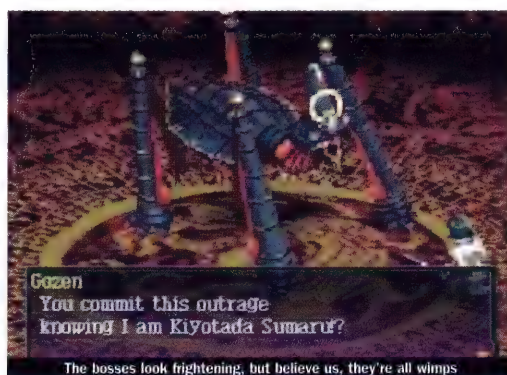
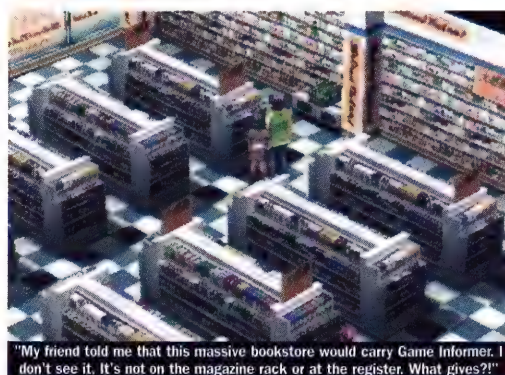
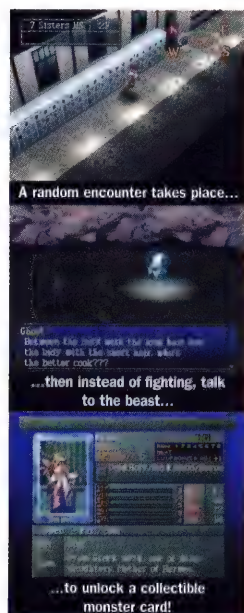
In the early stages, Persona 2 has the makeover of another PlayStation classic. However, at the most inopportune of times, the game falls flat on its face and dies. Not only is the gameplay bogged down with incredibly slow battles, the story just doesn't go anywhere for the

longest time. It's almost like you're in a holding pattern. After extensive cursing and a handful of naps, the game does eventually get back on course, presenting rich plot material and interesting new abilities.

If you do pull out of your coma and continue on the quest, you'll love it. There are over 80 different persona summons to unlock, chatting with monsters becomes much more vigorous (yes, you hold conversations with the beasties), and a new feature entitled Rumor System allows you to spread gossip to other characters, which in turn, greatly alters the quest. Through the creation of rumors, which are triggered in events, new story arcs appear and replace others. I really pity the hardcore gamers out there who don't quit playing a game until they've seen everything, because it could take you a lifetime to see Persona 2 in its entirety.

It may be a tad slow at times, but really, what RPG isn't? If you play role-playing games for the storytelling, Persona 2 is a no-brainer. For those of you who play for combat and in-depth character tweaking, this title doesn't have a lot to offer. The combat is incredibly basic and the battles, for the most part, are straightforward and lacking in strategic elements. Depending on which way you swing, you'll either love or loathe Persona 2. — **REINER**

■ **STYLE** 1-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** ATLUS ■ **DEVELOPER** RESEARCH AND DEVELOPMENT/ATLUS
■ **RELEASE** DECEMBER 15



- **Concept:**
A high school is rocked to its knees by gruesome murders. It's up to you to solve the case
- **Graphics:**
The animation is a tad disappointing, but the environments and character designs look great
- **Sound:**
The spoken dialogue is quite nice, but the haunting soundtrack really sets the tone
- **Playability:**
Talking to enemies is amusing, but highly repetitive. The combat is also a little too simplistic
- **Entertainment:**
Engrossing, but monotonous
- **Replay Value:**
Moderate

SECOND OPINION

Persona 2 is every bit as quirky and weird as the original game. I have to give it props for the first dungeon being in a high school – a truly horrifying and creepy place to be. Jokes aside, this definitely isn't what one would describe as a mainstream game, but the hardcore RPG addicts and anime-philes will treasure its quirkiness simply for the fact that Persona does things no other games do. In most RPGs, everything is either a neutral, ally, or enemy. In Persona, it's never that simple. You can choose to fight most enemies, or talk their ears off until they go away, or give you information and items. I was also really impressed with the gossip system, which adds a modicum of replay value. If you loved the original game, you'll dig Persona 2. I would also highly recommend this game to people who are getting tired of the Final Fantasy formula.

ERIK – 7.75

REVIEWS

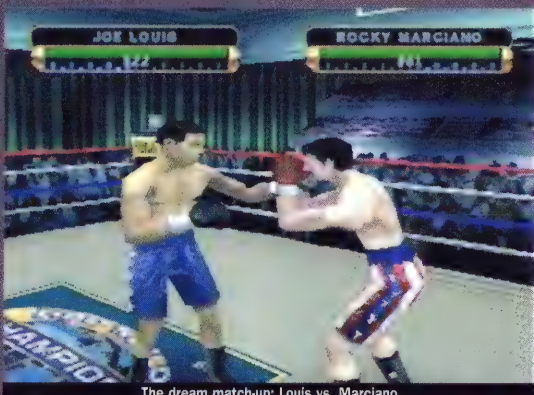


PLAYSTATION

HBO BOXING

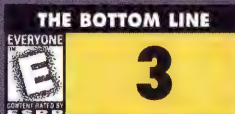
ACCLAIM IS DOWN FOR THE COUNT

With a number of boxing games in its stable, it seems to me that Acclaim would have the know-how to pull off a reasonably entertaining game. Unfortunately, it did not succeed. It's really too bad because this game has the right ingredients with big name boxers such as Roy Jones Jr. and George Foreman, just to name a few. The biggest drawback is the control. The game's default control requires the player to toggle between the boxer's left and right hand. This aspect of the playcontrol alone makes it a chore to land solid combos as you spend more time just looking at the boxer's gloves. Luckily, there is an option to disable this feature, but it is of little consolation as control is still cumbersome. The only redeeming quality of HBO Boxing is the boxer create mode. Yet, with the troubles of the game control, who cares? — PAUL



The dream match-up: Louis vs. Marciano

■ **STYLE** 1 OR 2-PLAYER SPORTS ■ **PUBLISHER** ACCLAIM
■ **DEVELOPER** OSIRIS ■ **RELEASE** NOVEMBER 21



- **Concept:**
There's a nice boxer create mode, but that's it
- **Graphics:**
Clearly better looking than Tyson, but the animation is pretty ragged
- **Sound:**
Some commentary here and there, but nothing noteworthy
- **Playability:**
In the default mode, the Active Hand control is just plain stupid
- **Entertainment:**
Even all the big-name boxers can't help this title be any more than just plain boring
- **Replay Value:**
Low

SECOND OPINION

Features a good selection of boxing greats and a fairly decent create-a-boxer mode, but overall the action just feels sluggish and weird. Better than Mike Tyson Boxing, but not by much.

MATT - 5.5



PLAYSTATION

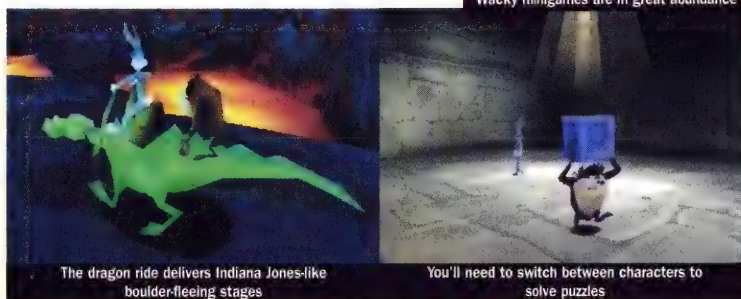
BUGS BUNNY & TAZ: TIME BUSTERS

INFOGRAMES BOUNCES BACK

If in some conceivable way I could manifest the power of Roger Rabbit's arch nemesis, Judge Doom, I would slice and dice the goofy hides of every cartoon character who headlined in a disappointing game. This may sound psychotic, but it's only fair. In reviewing these monumental disasters, I've sustained countless migraines, and have even sought therapeutic healing. In the short time Infogrames has held the Looney Tunes license, the pain has doubled...maybe even tripled. When it came time to put Time Busters through the paces, I shuddered in fear, then wondered what would hurt more — repeatedly slapping a kendo stick across my face, or playing this game?

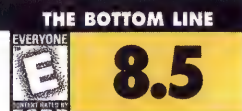
Destroying all my expectations, Time Busters actually turned out to be a solid release. The technology used to bring this adventure to life is not up to snuff with today's crop, but while this lack of power may affect the graphical end, the gameplay is problem-free. Taking a hint from Banjo-Kazooie, the Time Busters adventure is seen through two different sets of eyes. At all times, two playable characters are onscreen, and can be changed on the fly. As you may have guessed, many of the puzzles require double-team tactics. This formula works well and, with an extra body on the playing field, innovative challenges await. An unexpected surprise, two players can embark on the quest together. Even with the camera situated on one character, this option works very well.

Time Busters really feels like a Rare game, just not as finely polished. The worlds are huge, minigames are in great abundance, and secrets are everywhere. I never thought I'd hear myself saying this, but here goes nothing. Time Busters is g...g-o-o...goo...good! — REINER



The dragon ride delivers Indiana Jones-like boulder-fleeing stages

You'll need to switch between characters to solve puzzles



- **Concept:**
Time-traveling tag-team tactics with Bugs and Taz
- **Graphics:**
The character models are in dire need of detail, but the animation is on par with the cartoon counterparts
- **Sound:**
Decent, except for Bugs' repetitive one-liners
- **Playability:**
Infogrames created a slew of interesting multi-character challenges, and to top it off, the platforming is quite slick
- **Entertainment:**
This is a respectable release that dishes out tons of secrets and an enjoyable gameplay package
- **Replay Value:**
Moderately High

SECOND OPINION

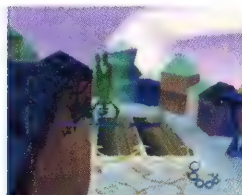
After all the loafs that Infogrames has pinched under the Looney Tunes banner, I can't believe what I'm about to say — Bugs Bunny & Taz: Time Busters is a great game. The areas are huge, the challenges are daunting, there is a wealth of minigames to play...heck, even the character animation and voice-overs are top-notch. Best of all, this game is gigantic. I thought I'd done a thorough job of cleaning out the first world, only to have the inventory screen inform me I'd missed half the items. The developers have even thrown in some original ideas, which is rare in licensed games like this. What really puts Time Busters over the top is its two-character dynamic. To succeed, you have to learn how to have Bugs and Taz work in unison. Even more impressive is that this interaction still functions well with two players. Get this game, you won't be sorry.

JAY - 8.5

■ **STYLE** 1 OR 2-PLAYER ACTION/PLATFORM ■ **PUBLISHER** INFOGRAMES
■ **DEVELOPER** ARTIFICIAL MIND & MOVEMENT/WARNER BROTHERS INTERACTIVE
■ **RELEASE** DECEMBER 17

THE GRINCH

■ **STYLE** 1-PLAYER ACTION/PLATFORM
 ■ **PUBLISHER** KONAMI
 ■ **RELEASE** NOVEMBER 28



If I had the energy, I'd be writing this review in a Seussian rhyme scheme. Unfortunately, The Grinch has sapped me of all my creative strength. The game initially seems benign, but the repetitive

level goals, made difficult by the engine's inadequacies, get old and annoying amazingly fast. With most Crash and Spyro platformers going for \$20, there is no need to see How The Grinch Stole My Christmas Money. — JAY

E 5

THE ROAD TO EL DORADO

■ **STYLE** 1-PLAYER ADVENTURE
 ■ **PUBLISHER** UBI SOFT
 ■ **RELEASE** DECEMBER 12



The Road to El Dookie is more like it. I can see it now. Some poor kid is going to get this game for Christmas, and after seeing how incredibly ripped off he got, he will eventually grow up to be

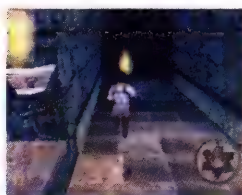
a bitter old man. This game is targeted toward children, but I highly doubt a child, let alone an adult, really wants a choppy and incredibly slow point-and-click adventure.

— REINER

E 1

THE MUMMY

■ **STYLE** 1-PLAYER ACTION/ADVENTURE
 ■ **PUBLISHER** KONAMI
 ■ **RELEASE** NOVEMBER 21



Sometimes it's amazing to see just how low a game can go and still make it to the market. From the moment you gain control of Rick O'Connell and watch the pathetically bad animations, you know

this game should have never surfaced from the bowels of the hell from which it came. The Mummy is so horrendous, that it's almost...almost...worth renting to just to sit around and laugh at it with your friends. — ANDY

E .75

NASCAR HEAT

■ **STYLE** 1 OR 2-PLAYER RACING
 ■ **PUBLISHER** HASBRO INTERACTIVE
 ■ **RELEASE** DECEMBER 1



This is a NASCAR game. That means a boring ride around an oval track (unless you're a NASCAR fan). Unfortunately, the game looks like crap on the PlayStation. You can

literally see the track build itself ahead of you, and the textures are fuzzy to the point of being illegible. The one thing that makes the game somewhat interesting is a cool draft meter that shows how much pull you're getting off the other cars. — ERIK

E 6.5

TIGER WOODS PGA TOUR GOLF

■ **STYLE** 1 TO 4-PLAYER SPORTS
 ■ **PUBLISHER** EA SPORTS
 ■ **RELEASE** NOVEMBER 14



In the days of the 16-bit machines, EA Sports' PGA Tour games ranked as some of my favorites. But there has been a steady decline in the series' quality over the years. This new game

gives me renewed faith in the franchise as it has some old-school elements and a fast engine. Although I think EA has to get some new golfers on the roster, the shot-shaping controls and varying pro stats make this title a must-play for golf fans. — PAUL

E 8



102 DALMATIANS: PUPPIES TO THE RESCUE

■ **STYLE** 1-PLAYER ACTION/PLATFORM
 ■ **PUBLISHER** EIDOS
 ■ **RELEASE** NOVEMBER 7

Crystal Dynamics gives the old Gex engine one last run for the money with this barely tolerable action/platformer. In fact, 102 Dalmatians is basically Gex minus the sarcasm, plus a whole bunch of cute puppies. If you're in the mood for a Disney game, I strongly recommend Emperor's New Groove, which at least had the sense to rip off a classic. Spyro the Dragon. Still, very young gamers might find this somewhat amusing. I didn't.

— MATT

E 6.5

MARCH MADNESS 2001

■ **STYLE** 1 TO 4-PLAYER SPORTS
 ■ **PUBLISHER** EA SPORTS
 ■ **RELEASE** NOVEMBER 28



After reviewing the other college hoops game last issue, playing this game is quite an improvement. There is just so much more to this game in terms of options and graphics. It does look

almost identical to last season's game, but the engine is smooth. There haven't been too many drastic changes in any of the options, but there is enough improvement to easily make this just as solid as before. Plus, there's no annoying stuff from

Dickey V. — PAUL

E 8.25



PLAYSTATION

DUCATI WORLD
ACCLAIM'S LAST STAND

It's a pity that Acclaim's chronic licensing tomfoolery and inability to hold on to a good developer has landed the company in near-bankruptcy. Ducati is looking a bit rushed with godawful music and choppy graphics, but the play is surprisingly smooth and the speed is impressive. In addition to the standard Gran Turismo races, upgrades, and licensing tests, Ducati World offers one very cool option. In Challenge mode, players can choose to put their bikes or their money on the line for a head-to-head race. It loses much in the bells and whistles department, but I like this game a lot. — ERIK

THE BOTTOM LINE

EVERYONE
CONTAINS MATERIAL
SUITABLE FOR ALL AGES

7.75

- **Concept:** Watered down Gran Turismo with Ducatis
- **Graphics:** Choppy and sometimes distorted
- **Sound:** Lame music and average sound
- **Playability:** Surprisingly easy and smooth
- **Entertainment:** I had a lot of fun
- **Replay Value:** Moderately High

SECOND OPINION

This takes the blueprint of Gran Turismo and makes it for Ducati cycles. While I think it's interesting to look at all the bikes for a history lesson, the racing is not that fun.

PAUL — 5.5

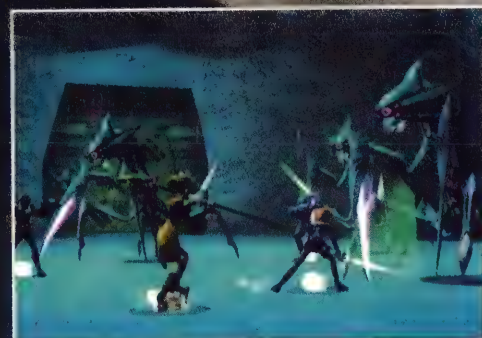


■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** ACCLAIM
 ■ **DEVELOPER** ATTENTION TO DETAIL
 ■ **RELEASE** DECEMBER 13

NOW YOU CAN
SCREAM "HELP" LIKE A LITTLE GIRL
IN FIVE DIFFERENT LANGUAGES.

PHANTASY STAR™
ONLINE

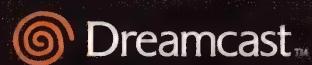
ファンタシースターオンライン

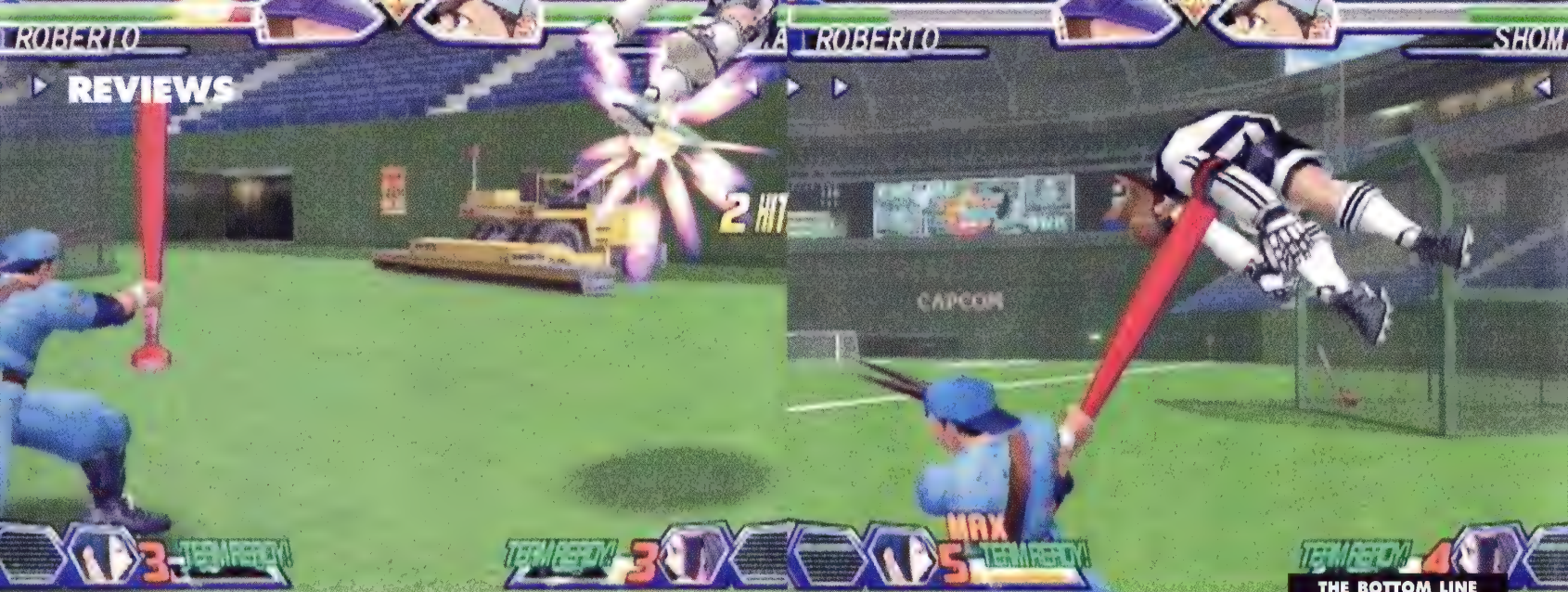




With the Phantasy Star Online instant translator, you can choose from hundreds of words and phrases to communicate with online gamers around the world. You enter, "Help me! I don't want to die!" Your teammate in Japan sees: "助けしてくれ。死にたかねえよ。" It's just one of the advanced features on the next generation of the legendary Phantasy Star series. Phantasy Star Online will immerse you in the most complete role-playing experience possible—not to mention what it'll do for your vocabulary.

sega.com/phantasysonline





DREAMCAST

PROJECT JUSTICE

SPEAKING OF VIOLENCE IN SCHOOLS

"As for the basics of the fighting itself, I found a lot of flaws."

It's not surprising that Capcom ditched the Rival Schools name that this game derives so many of its characters from. A fighting game about groups of young adults from different schools and cliques beating the crap out of each other would be bound to attract attention from the media/violence people. That is, if it enjoyed any measure of popularity, which in all honesty, Project Justice probably won't. Capcom has three kinds of games: blockbuster hits, dependable series, and quick and easy converts from Japan that can make a few bucks with a minimum of effort and development cost. It's not too hard to figure out this game's category after a few minutes of play.

In Project Justice you choose a group of three characters from a total of 22. Before each round begins, you choose your primary character, and a secondary character that can be used for team combos. The third character becomes your backup and can block a team combo directed at you if you activate them in time. When this happens, your backup character goes head-to-head against your opponent's secondary for a short sudden-death match. If you get the first hit in, the match is annulled and the combo is stopped. If they hit you or the timer runs out, you suffer the full brunt of your opponent's attack. When your combo gauge is full, you can unleash a devastating team attack with all three of your characters.

Aside from this interesting combo system, there is nothing all that special about Project Justice other than its anime appeal. The Story mode frequently introduces arbitrary reasons for getting into a full-fledged beatdown session with friends and enemies in that juvenile anime way. "You are being stubborn. We must fight!" To its credit, however, some of the characters are hilarious, the athletic types in particular.

As for the basics of the fighting itself, I found a lot of flaws. Certain moves and combos seem pointless against the AI since they never work, and disrupting an enemy's combo, only to be blocked and countered, can only happen so many times before you're ready to kick the screen in. I also found it really hard to gauge exactly how close you can get to an enemy who's in the middle of an attack, and frequently found myself getting smacked by what appeared to be thin air. On top of that, the control is often jerky and awkward.

I can't say I hate Project Justice, but I certainly wouldn't recommend it with games like Dead or Alive 2 floating around. Unless you're an anime junkie or a fighting fan who just has to try everything, I doubt you'll be extraordinarily pleased with a purchase. If you like Rival Schools, however, this game should be right up your alley. —ERIK

THE BOTTOM LINE



■ **Concept:**
A fighting game with heavier emphasis on style than function, but humorous nonetheless

■ **Graphics:**
Certainly not the Dreamcast's finest, but not offensively bad either

■ **Sound:**
Japanese voice-overs, but otherwise standard fare

■ **Playability:**
The fighting is a little jerky and reach is almost impossible to gauge at times

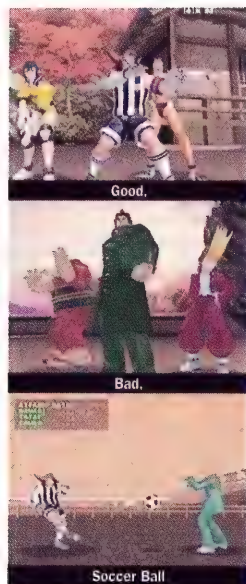
■ **Entertainment:**
This game is funny and maybe worth a rental, but not a great fighter

■ **Replay Value:**
Moderate

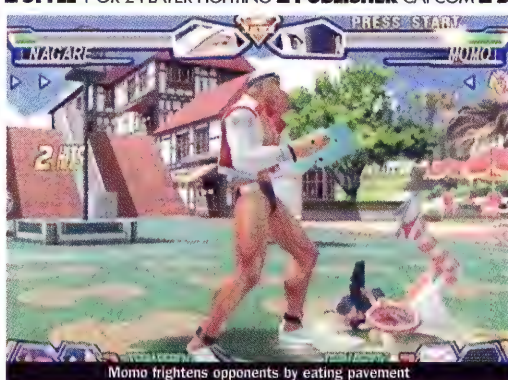
SECOND OPINION

Just as one might predict that a role-playing game based on *Saved By The Bell* would not find acceptance in Japan, a fighting game based on the Japanese school system may seem a hard thing for America to comprehend. Luckily, it turns out the classmate caste system is a universal phenomenon, and in Project Justice, players can pit jocks and preppies against band nerds and AV dweebs in endless variation. The pseudo-3D fighting engine is solid, and the characters and tag-team combos are hilarious, but the game is held back by its severe lack of extra-curricular activities. The Story mode is all delivered in boring and long-winded text segments, and there isn't really that much match variety to be had. Project Justice is a solid release from Capcom, and an alright follow-up to Rival Schools, but certainly not the best fighter one could find on Dreamcast.

JAY — 7.5



■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM ■ **RELEASE** JANUARY 15



Momo frightens opponents by eating pavement



Sometimes it's hard to tell who won



"Somewhere
between
announcement
and shipping,
all the online
capabilities for
Psycho Circus
got lost in the
shuffle."

DREAMCAST

KISS PSYCHO CIRCUS: THE NIGHTMARE CHILD

KNIGHTS IN SEGA'S SERVICE

When I first started playing Psycho Circus, I noticed that I couldn't quite jump high enough to get on top of crates. Jokingly, I commented that I probably needed platform boots to get some elevation. A level later, I found said platform boots. I'm not sure what the bonus for finding the codpiece was, but it must have added a few inches of elevation somewhere.

Considering the band whose name this game bears, you've got to expect some cheesiness, but it's just too much here. Playing an alter ego of either Paul Stanley, Peter Criss, Ace Frehley, or Gene Simmons (which is a screwed up notion because isn't KISS alter ego enough for these guys?), the goal of The Nightmare Child is to find all six pieces of armor that will fully transform you into make-up clad supermen who happen to look a lot like KISS – but aren't. The kicker to this asinine idea is that it all takes place in a dream world that's a warped version of a circus.

If I haven't already scared you off with the premise, perhaps my description of the gameplay will do the trick. There are plenty of guns in the game, but all of them have been done to death in other first-person shooters. Worse, the most effective armament in the game is the melee weapon you find right

away. Enemies are occasionally placed in key positions, but more often than not they pop out of monster generators – which always create beasts faster than your guns can kill them, I might add. So what we have here is not a shooter, but a first-person version of Gauntlet.

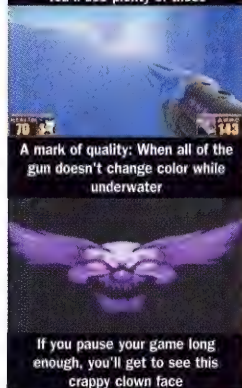
At least Gauntlet was multiplayer, though. Somewhere between announcement and shipping, all the online capabilities for Psycho Circus got lost in the shuffle. One might think that, like other games which lost their hookup to Sega, split-screen multiplayer would be added to compensate. WRONG! Tremor, the company that translated KISS from PC to DC, apparently just wanted to rush this one to market, and has released it for one player and one player only. In fact, this whole game seems hastily slapped together. All other first-person shooters on Dreamcast are better than this one, and I recommend KISS fans play any of these while blaring Destroyer on the stereo rather than buy this.

Lastly, I'd like to use this forum to inform Take-Two on the merits of proofreading its manuals' fine print. Dreamcast does not have an "o" in it; and "Saga" is a narrative tale of heroic exploits, not the name of the company that makes the "Oremcast." – JAY

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** TAKE-TWO INTERACTIVE ■ **DEVELOPER** THIRD LAW INTERACTIVE/TREMOR
ENTERTAINMENT ■ **RELEASE** DECEMBER 12

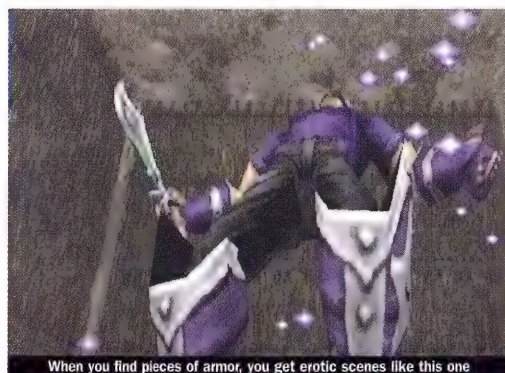


You'll see plenty of these



A mark of quality: When all of the gun doesn't change color while underwater

If you pause your game long enough, you'll get to see this crappy clown face



When you find pieces of armor, you get erotic scenes like this one



To get up here you'll have to find your platform boots...
No, we are not making this up

THE BOTTOM LINE



4.5

■ **Concept:**

A multiplayer first-person shooter for one player with minimal shooting

■ **Graphics:**

If you're going to use drab colors on every level, the least you could do is make your texture mapping consistently hi-res

■ **Sound:**

Guess what...There's KISS music in the game!

■ **Playability:**

The standard control scheme that's been developed for Dreamcast first-person shooters

■ **Entertainment:**

At best, you'll get a laugh out of the plot

■ **Replay Value:**

Moderately Low

SECOND OPINION

Psycho Circus is, simply put, a large, hard, gray piece of doodoo. I'm not really sure how much I can say about this game other than it sucked so hard on so many levels, it's hard to pick out just a few. However, let's give 'er a whirl, shall we? First, the whole creepy first-person hack 'n slasher is so played it makes me think of Cross Colors (circa 1989). Secondly, who needs a plot line? Certainly not the reigning kings of rock and/or roll marketing, KISS. Thirdly, the controls are so awkward and jerky it makes you feel like you're controlling a viewing of The Blair Witch Project – except you're not that interested in what you're watching. The only people who should buy this game are people too obsessed with KISS to have a life of their own. The rest of you, please stay as far away from whatever it was I just played as possible.

KRISTIAN – 4.25



TIME TO SETTLE THE SCORE ONCE AND FOR ALL. FREE



Two monster corporations at war. One solution.

A massive martial arts event, Millennium Fight 2000, is organized

to settle the score and eliminate all conflict between the two parties. Many of the world's most famous warriors have joined and the public is going mad with anticipation. Join over 25 brawlers from Capcom's legendary Street Fighter and

SNK's world-renowned King of Fighters series' as they fight for universal domination.

Capcom vs. SNK...the ultimate collision of strength and power.

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 Dreamcast™

REVIEWS



DREAMCAST

SURF ROCKET RACERS

HIGH & DRY

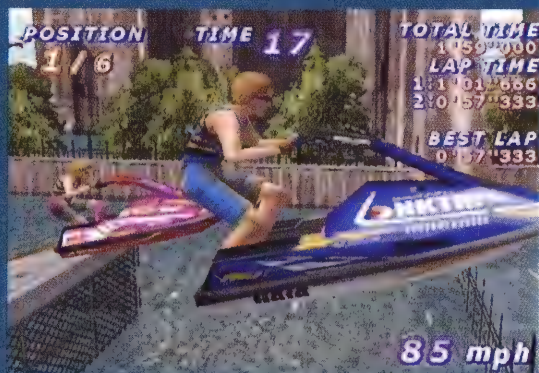
The worst crime a game like this can commit is to have no unique racing feature other than not having cars on its tracks. To this end, Surf Rocket Racers should do some time. Aside from the jumps and barrel rolls, the jet skis in the game do everything a four-wheeled vehicle can, including steering on land and moving uphill on rivers.

This game is especially pathetic considering that Wave Race 64 – which came out over four years ago on a less powerful console – had better water effects and action. The minigame challenges make this a barely passable diversion, but nothing more. – JAY

SECOND OPINION

Apart from some amusing minigames, Surf Rocket Racers feels like Hydro Thunder without the speed, turbos, and shortcuts. That is, without everything that made Hydro Thunder fun.

MATT – 5.5



■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** CRAVE ENTERTAINMENT ■ **DEVELOPER** CSK RESEARCH INSTITUTE ■ **RELEASE** DECEMBER 13



DREAMCAST

DAVE MIRRA FREESTYLE BMX

HEY BABY, WANNA GRIND MY PEG?

As if you needed further proof of the genius of Neversoft, here's another unsolicited testimonial. I'm so smitten with Tony Hawk that I can't help but get hooked on every rip-off that's come down the pike (with the exception of MTV Sports Skateboarding – yuck!). Dave Mirra Freestyle BMX stands as the second-best Hawk clone to date, my favorite being the recently released Razor Freestyle Scooter.

There's a lot to be said for this title. The level designs are clever, although not as inventive as the courses in THPS 2. I really enjoyed the sheer number of goals, as well as the system of tiered challenges, which allows you to either advance to the next level or try to accomplish the Pro and Hardcore challenges. Also, there are so many different records, from big air to longest skid, that lend the game a great deal of replayability for those obsessed with completing everything.

For all it does right, Dave Mirra never attains greatness due to a somewhat awkward control scheme. Constantly having to turn your bike around reduces the flow of your routine, as does the too-frequent framerate slowdown. Vert tricks are well balanced, but the physics are a little floaty and the rails seem to have a gravity field that sucks you onto them if you're in the general vicinity. Close but not quite. – MATT



■ **STYLE** 1 OR 2-PLAYER SPORTS ■ **PUBLISHER** ACCLAIM ■ **DEVELOPER** Z-AXIS ■ **RELEASE** NOVEMBER 14

THE BOTTOM LINE



8

Concept:

Tony Hawk on two wheels, with tons of killer stats and level goals

Graphics:

Sharper textures, but overall not a great deal of improvement over the PS-X version

Sound:

The repetitive soundtrack made me glad that guy from Sublime is dead

Playability:

Vert trick combos are fluid, but the grinding mechanics are a mess

Entertainment:

Fans of extreme sports could do much worse than this solid, if unspectacular, title

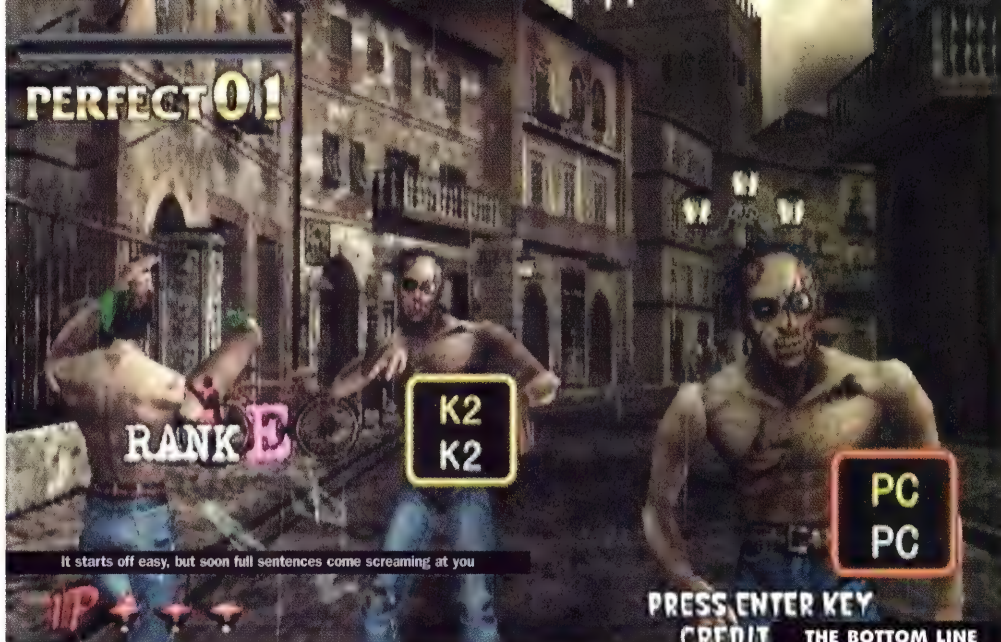
Replay Value:

High

SECOND OPINION

The Dreamcast version of Dave Mirra Freestyle BMX keeps all the same quirks of the PlayStation version – most notably the loose trick handling and the mysteriously magnetic grinding – but it also retains all the interesting level challenges that made the game worthwhile. I'd even venture to say that a few of the level designs and goals are more ingenious than those presented in the game Freestyle BMX draws its inspiration from – Tony Hawk's Pro Skater. If you've already explored this one on PS-X, there's no need for a second trip on DC. About the only difference between the two is the slightly, but not incredibly, improved graphics. If, however, you haven't at least tried it, you should. You just may like it (especially if you're partial to Haros over Birdhouses). It's no Pro Skater, but then again, what is?

JAY – 7.75



DREAMCAST

TYPING OF THE DEAD

KILL ZOMBIES, BUILD YOUR RESUME

Typing of the Dead may sound like the most god-awful game to ever grace a home console. I mean, typing is like...work, right? Not in the case of ToD. Based on the heart-pumping, ultra-violent gun game, House of the Dead, ToD replaces the gun with keyboards and lets you viciously wipe out the zombie hordes with – you guessed it – your typing skills.

The sequences are mostly the same, but to blow your opponent's head off you must enter a sequence that appears onscreen. First of all, the sequences are never easy, and secondly, there is an axe-wielding freakazoid ready to chop your head off if you don't enter it fast enough. It all adds up to some great and (I never thought I'd say this) educational fun.

Besides the Arcade and Original modes, ToD also features the Drill and Tutorial modes where you can practice and improve your typing skills – which, by the way, you are gonna need, as ToD requires lightning-fast reflexes and some pretty impressive typing skills right from the get go.

In the end, ToD is truly a fantastic game, and one that I thoroughly enjoyed. I'd even go as far as to say I like it more than the gun version. It's challenging, and the phrases and words that pop up onscreen are downright hilarious. Plus, this game scores extra points as it is a great big FU to the anti-video game violence nerds, because this game doesn't teach you to kill like those brain-dead old geezers say, but to type. Present that to Congress, you old windbag! – **ANDY**



■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** SEGA ■ **DEVELOPER** SMILE BIT/SEGA
■ **RELEASE** JANUARY 24



9

- **Concept:** Typing and violence...sounds like Game Informer's office environment
- **Graphics:** The same gruesome graphics that made the arcade such a hit
- **Sound:** Bad voice-overs just add to the fantastic B-movie feel
- **Playability:** Speed, dexterity, and the ability to type as your life hangs in the balance
- **Entertainment:** Witty phrases, challenging typing, and visual flair make this one a winner for any typist
- **Replay Value:** Moderately High

SECOND OPINION

Requiring home row knowledge right out of the starting gate, Typing of the Dead is a very demanding game that quickly blossoms into an intense experience. I always knew those two trimesters of typing in high school would pay off, and if I were a hunt and pecker I'd have never made it past the second level. More harrowing than the light gun version, ToD will improve your typing skills faster than most tutorial products on the market. I love this game, but those lacking the clerical know-how will hate it.

JAY – 8.5

REVIEWS



DREAMCAST

TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR

THE HUNT FOR SHARPER VISUALS

The exceptional planning mode of the PC version is still in full force for this Dreamcast port, but an extremely choppy framerate and the inability to make out fuzzy enemies from afar force you to rely heavily on snipers for most operations. I also think the analog control is way too tight and difficult to aim with. Autotargeting helps, but it's still tricky and most players may want to invest in a mouse and keyboard for this game. Otherwise, you just may have to accept your role as flashbang boy rather than being the first one to jump into the room. – **ERIK**

SECOND OPINION

I like this game. Really, I do. It has great attention to detail, good options, nice sound, and intriguing (if somewhat limited) gameplay. However, that was for PC. The Dreamcast version seems to lose something in the translation.

KRISTIAN – 7.5

THE BOTTOM LINE



7

- **Concept:** Plan out operations and take it to the terrorists with realistic weaponry
- **Graphics:** The low resolution makes it difficult to target enemies at a distance and the framerate is a bit
- **Sound:** Solid, but nothing you'll be writing home about
- **Playability:** A long learning curve, for the uninitiated and the choppy play will make aficionados of the PC version groan
- **Entertainment:** Still cool, but choppy – and lack of Internet play is lame
- **Replay Value:** Moderately High



■ **STYLE** 1 TO 4-PLAYER ACTION/STRATEGY
■ **PUBLISHER** MAJESCO ■ **DEVELOPER** RED STORM
■ **RELEASE** NOVEMBER 31



PC

GIANTS: CITIZEN KABUTO

KABUTO DEMANDS A RECOUNT

"Giants offers a single-player experience like no other game in recent history."

Giants: Citizen Kabuto takes place on a beautiful and exotic world known as Island. The plot revolves around a conflict between four different factions. The world's two native races are the Sea Reapers and the Smarties. At one time the Sea Reapers controlled the planet, and all were bent to their will. Then they got paranoid and created a massive being called Kabuto to protect them. Unfortunately, this giant proved difficult to control and he eventually turned on the Sea Reapers, forcing them to retreat to the seas.

When the game begins, the Sea Reapers have started an aggressive campaign to retake their world, destroy Kabuto, and put the Smarties in their place. Fortunately for these hapless sentients, allies arrive in the form of five cockney-accented aliens in powered armor who were out on their annual 'Mads' holiday. Through a series of mishaps, they wind up scattered across Island.

You start the game controlling one of these Meccaryn who befriend the Smarties, attempting to locate your remaining friends. As a Meccaryn, the game basically plays like a shooter with a ton of neat gadgets and weapons to try out.

After the lengthy Meccaryn campaign ends with a massive

base battle, the plot takes a turn and follows the life of Delphi, a young Sea Reaper who is beginning to have trouble seeing eye-to-eye with the ways of her race. After blasting through another surprisingly lengthy series of levels and challenges, you get to control Kabuto himself.

Needless to say, Giants offers a single-player experience like no other game in recent history. Not only are the three races vastly different from one another, but each has a lengthy quest that would be worthy of a game all its own. The game is also colored with some of the funniest cutscenes I've ever seen. The interaction between the mostly sane Meccaryn and the whacked Smarties (who die stupid deaths in droves) is hilarious.

In multiplayer, up to five Meccaryn, three Sea Reapers, and one Kabuto can duke it out with each other in an intriguing online multiplayer game. Each has an exclusive set of resources and style of base design (Kabuto is his own base). The imagination that went into this game is impressive and the scope amazing. Three totally different approaches to problem solving and smashing things are all wrapped into one game engine to create a diverse experience. It's a little buggy, but still highly recommended. — **ERIK**

MECCARYN

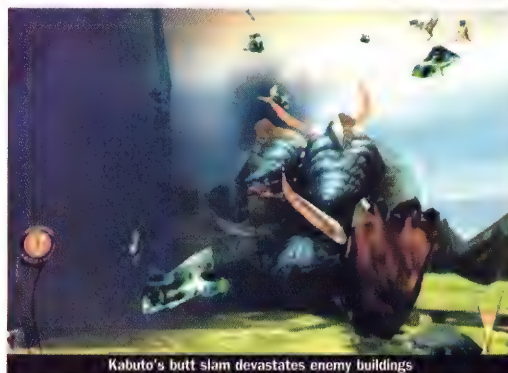
These cockney-accented visitors from an unmentioned alien world have a wide variety of technological doodads and weapons at their disposal. Equipped with recharging jet packs that allow limited flight across the landscape, their best approach is to snipe opponents with long-range weapons, then move in for the kill with some of their nastier close-range stuff. They also get gyrocopters that fly them all over the place.

SEA REAPERS

You only get to control the noble Delphi in the single-player game, although up to three Reapers can be played in multiplayer. Delphi's primary skills are her magic spells. Unfortunately, these take a while to cast, so she is also equipped with a special weapon that transforms between a bow and a sword for dispatching enemies when she can't afford to wait. Sea Reapers are incredibly fast and rule the seas with their boats.

KABUTO

Kabuto was created by the Sea Reapers to protect them from enemies. Unfortunately, Kabuto developed his own idea of what his role in life was (smashing stuff and eating things), and forced the Sea Reapers off the mainland. This hulking behemoth stands ten times as tall as the other races, and relies on brute strength and hatched offspring to wreak havoc. No one can match Kabuto toe-to-toe.

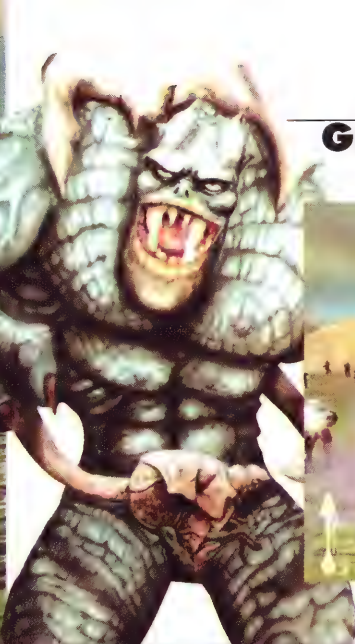


■ **STYLE** 1 TO 9-PLAYER ACTION ■ **PUBLISHER** INTERPLAY ■ **DEVELOPER** PLANET MOON STUDIOS ■ **RELEASE** NOVEMBER 29



GAME OF THE MONTH

GIANTS: CITIZEN KABUTO



THE BOTTOM LINE

TEEN T

9.25

ESRB

- **Concept:**
Unique, particularly the remarkable differences between the three races
- **Graphics:**
Beautiful lighting and enormous, breathtaking landscapes
- **Sound:**
Hilarious voice acting and cool sound effects
- **Playability:**
Complex, but in a good way
- **Entertainment:**
A lengthy game, with a great sense of humor and three different, phenomenally cool experiences
- **Replay Value:**
High

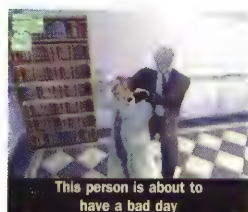
SECOND OPINION

Here we have the classic investment game. If you buy it, prepare to invest a lot of time into beating it. The missions are misleadingly easy when you begin. After the third mission, you'll realize that not only do you have a long way to go, but damn, it's a hard game. Giants will definitely tax your patience, but you'll find yourself thinking about the most recent mission you can't pass when you're having some cereal at 4:24 in the morning because you forgot to eat dinner. Aside from that, this game is absolutely hilarious. Get it for the humor value alone, I say. References to testicular maladies in any game can only add to its draw. The writing for the voice acting is also particularly well done. Giants never takes itself too seriously – the greatest test for a game that tries to be funny. Yeah, there are the requisite bathroom references, but who doesn't use that? A refreshing mix of gameplay and scripting makes Giants a game worth owning.

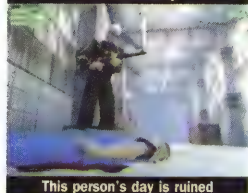
KRISTIAN – 9



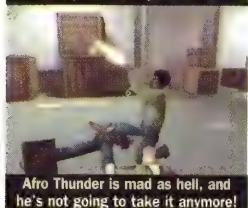
"...there are always problems with shelling out some good change to play a game that, in six months, will likely be seen as a stepping stone."



This person is about to have a bad day



This person's day is ruined



Afro Thunder is mad as hell, and he's not going to take it anymore!

PC

HITMAN: CODENAME 47

SHOOT AND RUN

Hitman: Codename 47 is a game that requires the player to make a leap of faith, meaning, you must be willing to ignore the bugs and quirks within this lush and immersive title. Taking on the role of a mysterious assassin, you begin your quest to find your identity by brushing up on your weaponry skills and heading off to your first assignment. The Agency will take care of the details, but you must choose your armaments and strategy before tracking down your target.

When you're inserted into your first assignment, you'll notice you have no idea where to go and only a rough idea of what to do. Since the entire game is based on trying to shoot people in the face as efficiently as possible, you'll probably end up figuring out the latter rather quickly. However, where your target is and the best way to get at him will give you the most trouble. The game begins to flounder by giving you latitude in how you approach your subject, in that it fails to tell you where the subject is or when he'll be getting there. What this means is you spend most of your time just trying to get your bearings and figuring out where the hell everyone is. By the time you've done that, one of two things happen: you die, or the target has left. So now you know where everyone is, and where the best place to get at them is, but you'll probably want to save your game once you get there just in case. Oh wait, you can't. No saving

allowed, silly! What do you think this is, a PC ga...er, oh well.

So, no saving, and very little guidance when it comes to mission execution. The controls are another matter. Clunky would be a good word to describe them. You are able to navigate certain things like fences or open windows with your Hitman, but there's no way to tell which obstacles can be manipulated. Guess work is what it boils down to more often than not. Controlling your character around a level is easy enough for a FPS veteran, but weapon manipulation and line-of-sight shooting are vexing to say the least.

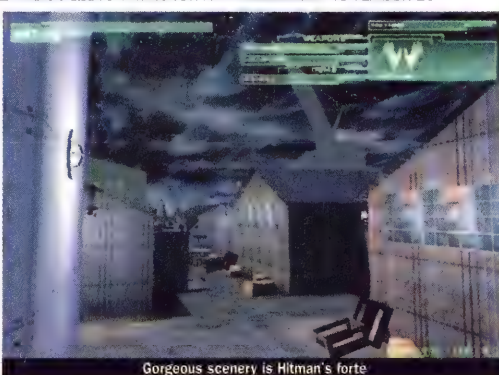
This game's strengths lay in its graphical prowess and sound. When a firefight breaks out, the sounds of ricochets and shell casings hitting the ground are impressive. Muzzle flashes corresponding to the weapon type can be seen, and you can even see the action move on your semi-automatic pistol when you fire it.

Hitman will build you up with impressive-looking environments, then disappoint with poorly implemented controls and awkward cutscenes. The game itself is an overall step in the right direction for the newly emerging lone-assassin type genre, but there are always problems with shelling out some good change to play a game that, in six months, will likely be seen as a stepping stone. —KRISTIAN

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** EIDOS INTERACTIVE ■ **DEVELOPER** IO INTERACTIVE ■ **RELEASE** NOVEMBER 20



Defusing this monster could get tricky



Gorgeous scenery is Hitman's forte

THE BOTTOM LINE



6.75

■ **Concept:**

Execute people for money, drag a few dead bodies into the sewers, and look menacing

■ **Graphics:**

A step in the right direction for this genre, but it could use some polish

■ **Sound:**

The sounds add a lot to the realism of the different environments

■ **Playability:**

Bugs, my friends. Bugs hold this game back like a tight seatbelt

■ **Entertainment:**

Very fun to play when you've finally figured out what to do

■ **Replay Value:**

Low

SECOND OPINION

This is a tough game to call. On the one hand, the missions are fantastic, the city environments are gorgeous, and the toys come in a wide variety. On the other side of things, control gets pretty awkward at times and solid objects have a nasty habit of going ectoplasmic. Both Kristian and I fell through an elevator on the first stage, which required us to restart the level, and I ended up getting into a gun battle with a police officer who had somehow managed to meld with a brick wall. The missions offer a lot of challenge, but the fact that bugs like these tend to make things even more difficult hurts the overall enjoyment of the game. A junior tester ought to have found these in the first few hours of play. Despite this, I probably played the game just a little bit longer than I should have and I didn't mind playing through hits several times before I got it right.

ERIK — 7.75



THE BOTTOM LINE



8.25

PC

GUNMAN CHRONICLES

SOME PEOPLE CALL ME THE SPACE...GUNMAN

"At times
Gunman
Chronicles is
just another
FPS, but it
does have its
shining
moments."

Based on the Half-Life engine, Gunman Chronicles is technically a mod, but stands out on its own by incorporating an impressive new twist. Most of the weapons in the game offer a host of customization options. Some are relatively simple. The shotgun, for instance, can be modified to fire one to four rounds with each pull of the trigger, and can be tweaked to shoot a tight or narrow spread of shot. For each modification, there is some kind of tradeoff. Blasting away with four rounds will take out most medium-strength enemies with one shot, but you'll burn through ammo and the recoil will slow your rate of fire.

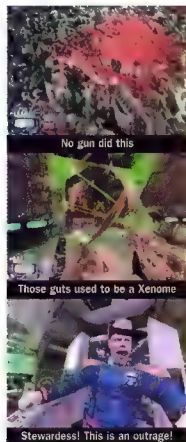
Other weapons, like the M.U.L.E., offer more sophisticated options. This rocket launcher can fire a guided, homing, or dual-spiraling shot, but also has a host of options for the warheads themselves. Every missile can be set to detonate on contact, proximity, after a timer runs down (for bouncing missiles), or to stick to a wall and emit a laser tripwire. Even the payload can be switched between a powerful single explosive or a cluster bomb that spreads weaker explosives over a wider area.

While the customization options are cool, I did feel that some of the guns didn't really stand out. The standard projectile weapons seem to have about the same level of

effectiveness against most enemies, and switching between guns is more an issue of ammo consumption than strategy. Of course, the shotgun still remains the ideal close-quarters weapon.

As much as I've always argued that good guns are the cornerstone of every FPS, Gunman does have a few non-weapon related problems that drag it down. For starters, there is a serious lack of character models in the game. At the beginning, all your fellow gunmen have identical faces. Likewise with standard enemies. It seems like a nitpick, but it really does detract from the experience when you feel like you're blasting generic enemy No. 9 for the umpteenth time. It's also not the most graphically solid game. It frequently switches between low-resolution and high in-between cutscenes. Plus, guns and fallen enemies tend to disappear when they're close to a wall.

The level design is somewhat erratic at times, but for the most part I'm really impressed. The game rarely gives you an arbitrary puzzle that doesn't fit the environment, and some of the action sequences and boss fights are top-notch. At times Gunman Chronicles is just another FPS, but it does have its shining moments. Players looking for a strong single-player game should definitely consider Gunman Chronicles. — **ERIK**



No gun did this

Those guts used to be a Xenomorph

Stewardess! This is an outrage!

■ STYLE 1 TO 32-PLAYER ACTION ■ PUBLISHER SIERRA STUDIOS ■ DEVELOPER REWOLF SOFTWARE ■ RELEASE NOVEMBER 20



The laser pistol's charge shot packs a serious punch



Sometimes you can man powerful cannons

SECOND OPINION

Here's another run-of-the-mill FPS to add to your collection, action fans. Gunman will not make you gasp in fascinated wonder as you work your way around the levels. Likewise, you won't find groundbreaking gameplay or plotlines. What you will find is a meat and potatoes game — it gets the job done, and leaves you satisfied at the end of the day. Of course, this may not be the best way to describe a game that tried to push the envelope but came up short. The weaponry has all been done before in one form or another. Secondary abilities and fire control are nothing new. A few of the weapons are a blast to hose the bad guys with, and the environments are well done. There's nothing particularly bad about Gunman, it's just that there's nothing particularly good either. It's Half-Life with aliens and dinosaurs. Save your FPS money for Counter-Strike.

KRISTIAN — 7



PC

AMERICAN MCGEE'S ALICE

JUST A FEW FRENCH FRIES SHORT OF A HAPPY MEAL

"The game
literally plays
like a
dream."

Former id level designer, American McGee, has taken the tripped-out world of Lewis Carroll's Wonderland stories and thrown in a much darker twist. Alice has grown a few years, and since the burning death of her parents when she was younger, she has come to reside in an insane asylum. One night the rabbit returns and she finds herself in a much darker and twisted Wonderland than she remembers. Apparently, the Queen of Hearts has really tightened her vice grip on Wonderland. It's had an ugly effect on the world and the locals that inhabit it.

No longer content to be a sassy moralist lecturer, Alice finds that it's much easier to dispatch those who would get in her way with a butcher knife. Running on the Quake III Arena engine, McGee's Alice is essentially a third-person shooter with so much personality it almost creates a genre of its own.

Rogue Entertainment made a smart move by actually hiring somewhat talented voice actors to play the parts of the various Wonderland denizens. Rabbit, the Cat, the Hatter, Dee and Dumb, and Alice's nemesis, the Queen of Hearts, are all present and accounted for (albeit in slightly twisted and darker forms). The level designs are also

impressive, with plenty of tricky jumps and interesting puzzles to solve; but more importantly, they are lavished with detail and unusual sights.

Aside from the knife, even Alice's weapons defy convention. Whenever a new weapon is acquired, the Cheshire Cat appears with a little commentary: "When is a croquet mallet like a billy club? Why, whenever you want it to be." Most of her items of destruction are based on toys. A deck of cards allows Alice to play a razor-sharp game of 52 pickup with her opponents, jacks home in on enemies, and a pair of dice summon deadly force.

I think what truly impressed me was how well this dark Wonderland works as a game setting. The game literally plays like a dream. Plot turns and the tasks set before you frequently seem almost arbitrary and nonsensical to the conscious mind, but on a deeper, murkier level, they make their own kind of sense. Jungian claptrap aside, I highly recommend posting a clock next to your computer when you start this game up. The hours seriously fly by like you wouldn't believe. — **ERIK**

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** ELECTRONIC ARTS ■ **DEVELOPER** ROGUE ENTERTAINMENT
■ **RELEASE** DECEMBER 5



That's not the Disney Rabbit



World of ego foreshadowing



Small Potion



Not the Alice you knew



Definitely not the Alice you knew

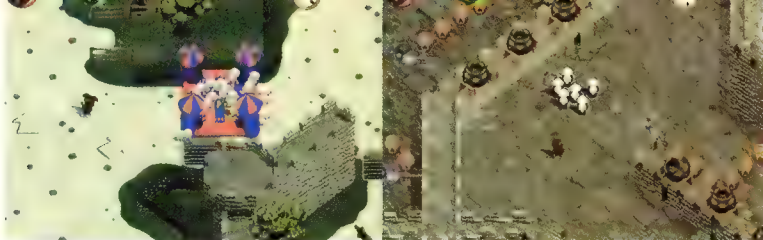


- **Concept:**
Basic action set in a delightfully macabre world
- **Graphics:**
A little blocky at times, but the art is beautiful
- **Sound:**
Crazy cool voice-overs and nifty sounds
- **Playability:**
You will rarely feel cheated on some of those trickier jumps
- **Entertainment:**
So cool you'll never realize it's just another action game
- **Replay Value:**
Moderate

SECOND OPINION

For all you people who want to immerse yourselves in the most jacked-up, bizarre, unthinkable twisted environments of all-time, I highly recommend you buy Alice. Then I recommend that you play it in a dark room at high volumes for a lengthy amount of time. When you come out you will do one of two things — have a psychotic break you'll never return from, or sleep for 16 hours straight. This is by FAR the most whacked, insane, mind-wrangling game I have ever seen. You think Alice is this nice little girl with blond hair and good manners, but it turns out she's a knife-wielding harbinger of ultra-violence, the likes of which even Hannibal Lector has never seen. This title is creative on a level that would disturb an LSD addict, if that sheds any light on it for you. When you start playing Alice you can say 'bye bye' to reality and 'hello' to insanity, because what you're about to see is going to knock you right on your ass.

KRISTIAN — 9.25



PC

SHEEP

WHEN MEN WERE MEN...

Sheep is a great game for 15-minute stints. Your goal is to herd sheep, who tend to cluster together in a flock and move away from you whenever you get close. Unfortunately, around just about every bend lies certain death for your bewilderingly stupid charges in the forms of electrified objects, and a host of crushing and cutting hazards. You can pick up some items along the way like a boombox that causes your flock to follow, rather than run from you, or a piece of candy that draws their attention. Overall, I found the game to be fairly entertaining, but the process of actually herding the ship by chasing them down can be a frustrating form of control at times. Of course, that's the inherent challenge to the game, but it can be aggravating nonetheless. I'm sure this game will find its niche with Worms and Lemmings, but it's not really quite up to par with these games. At best Sheep makes for a pleasant, if brief, diversion. — **ERIK**

SECOND OPINION

Sheep is a funny concept that's interesting for about half an hour. Then suddenly you start getting a sadistic satisfaction by seeing the sheep you're herding run headlong into a threshing machine.

KRISTIAN - 7

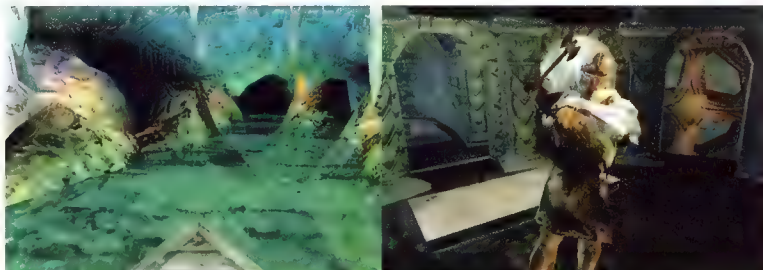
THE BOTTOM LINE



7.5

- **Concept:** Herd sheep through a meat grinder
- **Graphics:** Sharp and cutesy, but nothing spectacular
- **Sound:** Funny at first, but the bleating may get to you
- **Playability:** Maneuvering your sheep can be frustrating
- **Entertainment:** Fun, but you won't want to blow your weekend on it
- **Replay Value:** Moderately Low

■ **STYLE** 1-PLAYER PUZZLE ■ **PUBLISHER** EMPIRE INTERACTIVE ■ **DEVELOPER** MIND'S EYE
■ **RELEASE** DECEMBER 2



PC

TIMELINE

WHERE'S GOOSE WHEN YOU NEED HIM?

Michael Crichton's recent foray into the video game world with Timeline is less than good. In fact, I would be willing to suggest that he had little or nothing to do with it, judging from the overall suckhood of the title.

Timeline deals with time travel to medieval France. You assume the role of Chris, whose mission it is to find the professor who is stuck in old France. From new France, you time travel back and proceed with your misadventures. The bizarre part is, as you're leaving new France, people are rushing you into the time machine because the weather is bad outside. But, it's a time machine, right? What difference does it make when you leave? The list goes on and on. During gameplay you're basically escorted through the simple puzzles and levels by a woman who has tagged along from the future to help you out. Then you're done with the game in 45 minutes. Read the book, don't bother with the game. — **KRISTIAN**

SECOND OPINION

If you've never played a game in your life, you might be amazed at what they can do these days. Otherwise, this is a lame adventure game. I hope the book is nothing like the game.

ERIK - 5

THE BOTTOM LINE



5.75

- **Concept:** Follow the carrot hung in front of your nose through the levels, try not to get bored
- **Graphics:** Nothing particularly special here, but some of the outdoor environments are nice
- **Sound:** Some good voice acting and effects, but again, you've probably heard better
- **Playability:** This'll take you a grand total of five minutes to learn
- **Entertainment:** If you like having your hand held throughout an entire game, here's the one for you
- **Replay Value:** Low

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** EIDOS INTERACTIVE
■ **DEVELOPER** TIMELINE COMPUTER ENTERTAINMENT ■ **RELEASE** NOVEMBER 13



PC

TOMB RAIDER CHRONICLES

ANOTHER ONE?

Remember watching that one movie in school that was so incredibly boring you actually felt like learning something rather than suffer through another agonizingly horrible second of it? If you don't remember that, or you didn't experience it, I suggest buying a copy of Tomb Raider Chronicles so you won't feel left out.

Tomb Raider was a good idea. Once. Maybe twice. Not five times. Definitely NOT five times. I seriously don't understand the thinking behind releasing the same damned thing time after time after time. The least you can do is spruce it up a little. This game is not only tired, but the controls are terrible, the camera is at least a step behind you at every turn and you can forget about a different or updated look. Same old engine! Yippee! Enough is enough. On the upside, Lara is still pretty hot. That's nice for about five or ten minutes, depending on what kind of mood you're in. — **KRISTIAN**

THE BOTTOM LINE



4

- **Concept:** It's a breakthrough! Assume the role of Lara Croft and shoot at things!
- **Graphics:** Engine? Who needs a new engine?
- **Sound:** The voice acting is the only interesting thing you'll hear
- **Playability:** Easy to learn, but so what?
- **Entertainment:** Remember the previous FOUR Tomb Raiders?
- **Replay Value:** Low

SECOND OPINION

Core has crapped out another Tomb Raider with an extra peanut in the aging, stinky mass. Lara can now do a slow and agitating tiptrope walk. Supposedly she dies at the end. I hope that's true, but I doubt it.

ERIK - 5



This picture begs the question: where should the camera be?

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** EIDOS INTERACTIVE
■ **DEVELOPER** CORE DESIGN ■ **RELEASE** NOVEMBER 22

REVIEWS



Push to the left and release it when lights up!

"Even without

Square Soft's

support,

Intelligent

Systems created

a worthy fol-

low-up that is,

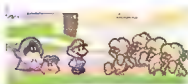
in many cases,

better than the

original."



(sigh) The Princess is in trouble again



The story tries to deliver comedic values, but ultimately fails

Here I come!!



Many familiar Mario characters make a triumphant return

NINTENDO 64

PAPER MARIO

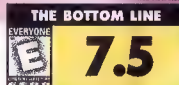
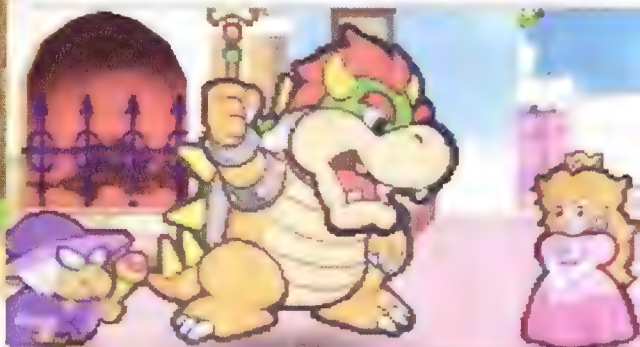
MARIO'S VITAL ROLE

Too legit to quit, Nintendo never gave up on this project. While the same cannot be said for Earthbound 64, God rest its soul, Paper Mario has at long last risen from its three-year development coma. As you may or may not know, Paper Mario's Super Nintendo precursor, Super Mario RPG: Legend of the Seven Stars, was a joint venture between Nintendo and the RPG legend, Square Soft. With all the weight of the world pressing heavily upon its shoulders, the development house, Intelligent Systems, was contracted to create a worthy sequel for a system that, to this day, still doesn't have a noteworthy RPG in its library.

So basically, Intelligent Systems was sent on an impossible mission. Not only was this unfortunate team assigned the duty to create a game up to par with Square's legendary work, Intelligent Systems also had to work wonders with a franchise that has as much role-playing credibility as Tetris. Even without Square Soft's support, Intelligent Systems created a worthy follow-up that is, in many cases, better than the original.

Typical to the Mario franchise, the story really isn't anything special. After digesting just five minutes of the plot you know exactly how this game is going to end. Mario's going to save the Princess and everyone will live happily ever after. No strings attached. On the other hand, the presentation of this

You know, Princess, as long as I have this Star Rod, no one in the Mushroom Kingdom can touch me.



■ Concept:

The long-awaited sequel to Super Mario RPG: Legend of the Seven Stars

■ Graphics:

Nintendo's fascination with mushrooms is shown within the psychedelic 2D characters and colorful worlds

■ Sound:

An upbeat remix of Mario's greatest hits

■ Playability:

User interaction is much more prominent; however, the RPG aspect is still incredibly deep

■ Entertainment:

A rewarding, action-packed adventure for all ages

■ Replay Value:

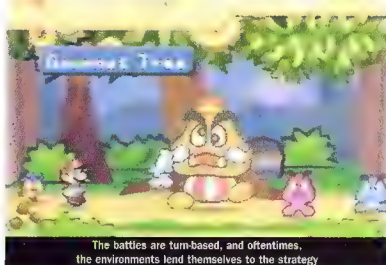
Moderate

tale is expressed in an entirely new light. With two-dimensional, paper-thin characters, Paper Mario feels more like an animated pop-up book than it does a game.

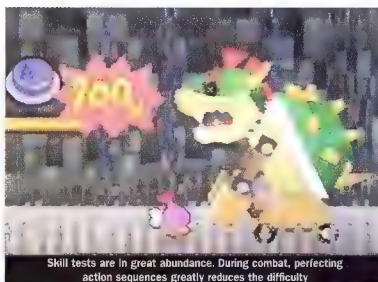
Not veering too far from the path with the gameplay, Intelligent Systems followed Square Soft's lead by maintaining balance between in-depth role-playing qualities and all-out Mario action. Granted, the role-playing aspect is not as prominent as it was, but in return, the action sequences are in greater abundance and are much more creative. Even with the role being flipped, Paper Mario's gameplay is just as good as it was in the original.

While it may seem like Paper Mario is all bells and whistles, the overall package is definitely lacking. One vital piece is missing...the story. As I said earlier, the plot is much too predictable, and as much as I want to give this game the highest grade possible, the script is quite miserable. As beautiful as the gameplay is, the uninteresting story pollutes every inch of this game. Looking back, Legend of the Seven Stars was a laugh a minute that kept you in suspense with its unexpected plot twists. Paper Mario is, at best, a laugh an hour with a nauseating plot that never once ventures from the traditional Mario story arc. It was destined for greatness, but ended up being mediocre at best. — **REINER**

■ **STYLE** 1-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** NINTENDO ■ **DEVELOPER** NINTENDO/INTELLIGENT SYSTEMS
■ **RELEASE** FEBRUARY 5



The battles are turn-based, and oftentimes, the environments lend themselves to the strategy



Skill tests are in great abundance. During combat, perfecting action sequences greatly reduces the difficulty

SECOND OPINION

After what seems like ages, Paper Mario is finally out on the streets, and I'm sad to say I'm a little disappointed. Sure, all the classic RPG elements are here — as well as a slew of classic Mario characters and moves — but the game itself ends up being kind of plain. I was happy to see the action commands that started in Mario RPG included here, as they help give the gameplay more depth, but it wasn't enough to save this game from mediocrity. The story is just too happy-happy-joy-joy for me to get into it. For fledgling (read: ten-year-olds) RPGers, this game is a great introduction to the wonderful world of RPGs, but for veterans of the genre, Paper Mario is just a cliché on going through the motions. I won't be playing through this one, but I'm sure Mario's star power will make this game a hit with younger players.

ANDY - 7

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NINTENDO 64

DONALD DUCK: GOIN' QUACKERS

UBI GETS DUCKY

Having reviewed the PlayStation version last issue, I didn't think a second round of Goin' Quackers would take up too much of my time. Turns out I was wrong. The levels are the same as its PS-X brethren, but look much nicer and play much smoother on N64. Even some of the problems I had with the PS-X version have been taken care of here. Donald has more animations and shouts more incomprehensible things during play. With these improvements stacked onto the (eventually) challenging levels, Goin' Quackers turns out to be a fun game. The kind of fun game you should pay full price for if you're over ten years old? Not quite, but maybe you can con your little brother into buying it. For the first time ever, I won't mind playing a game for a third time on another system (in this case, PlayStation 2) in the near future. — **JAY**

SECOND OPINION

I didn't know Naughty Dog was working on a Donald Duck game! This ode to Crash Bandicoot is identical to the orange goof's PlayStation adventures. Thus, it's not bad.

REINER - 7.75

THE BOTTOM LINE

E 7.5

- **Concept:** Take a little Mario, add some Crash Bandicoot, and dash on some Donald. Voila!
- **Graphics:** With the Expansion Pak, very sharp
- **Sound:** Upbeat, catchy tunes, and even some voice-overs
- **Playability:** Only novices will need to pick up the instruction booklet
- **Entertainment:** You just may end up stealing it from your little brother
- **Replay Value:** Moderate

■ **STYLE** 1-PLAYER ACTION/PLATFORM ■ **PUBLISHER** UBI SOFT ■ **DEVELOPER** UBI SOFT
■ **RELEASE** DECEMBER 5



Ah yes, the Pirates of the Caribbean Cyclops

Grab and throw boulders a couple yards. Joy!

NINTENDO 64

HERCULES: THE LEGENDARY JOURNEYS

INVASION OF THE LICENSE SNATCHERS

While there may have been good intentions for Hercules, the game is so absurdly cookie cutter it comes off as trite and uninspired. This is yet another title I might have recommended for a younger player, but the game's Teen rating and awkward play pretty much rule that out. The level designs are so hopelessly linear that any moron could walk through them in their sleep. Of course, there are moments when the game breaks down to an adventure style where you play diplomat and parcel delivery boy for several people just to get that silly key for a wooden door that Herc shouldn't have any problems just busting through anyway. If you do happen to buy this game, I have a rare three-cylinder Volvo wagon you might be interested in as well. — **ERIK**

SECOND OPINION

So this is a legendary journey, huh? Other than capturing a fairly decent likeness of Hercules, this game is a monstrosity. Like I've always said, anything Kevin Sorbo touches is destined to fail.

REINER - 3

THE BOTTOM LINE

T 4.75

- **Concept:** Hercules faces off against horrible camera control and collision problems
- **Graphics:** Crap
- **Sound:** The music is pre-MIDI
- **Playability:** Simplistic, yet awkward
- **Entertainment:** It's cheesier than Kevin Sorbo as a starship Captain
- **Replay Value:** Low

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** TITUS ■ **DEVELOPER** PLAYER 1
■ **RELEASE** NOVEMBER 19

REVIEWS

NINTENDO 64

CRUIS'N EXOTICA

NOW WHICH ONE IS THIS?



The Cruis'n series continues on with Exotica, yet another update that just adds some new... get this... exotic locations. From Mars to Atlantis, the game pretty much offers the same racing excitement (mediocrity?) as the previous installments, but the computer cars are slightly more aggressive. Surprisingly, banging with the computer opponents is actually kind of fun, as is the game in that arcade, smash-em-up, Hiker-cause-it's-not-that-hard kind of way. However, within minutes you realize that you really shouldn't pay more than ten bucks for this game, and if you did, you got ripped off. — **ANDY**

THE BOTTOM LINE

E 6

- **Concept:** Third verse same as the first
- **Graphics:** I've seen SNES games with better graphics
- **Sound:** That Exotica song has just got to go. It sounds like Yello of Ferns Bueller fame meets the Backstreet Boys
- **Playability:** Fun, but tedious
- **Entertainment:** It's good for both young and old players, but be warned the game isn't very deep
- **Replay Value:** Moderately Low

SECOND OPINION

Cruis'n Exotica is a lot like an Insane Clown Posse CD. The haphazard action is fun for a few spins, until you begin to notice how amateurish the production values are.

MATT - 6



■ **STYLE** 1 TO 4-PLAYER RACING ■ **PUBLISHER** MIDWAY
■ **DEVELOPER** GRATUITOUS GAMES ■ **RELEASE** OCTOBER 17

REVIEWS



GAME BOY COLOR

ROAD RASH

TRY SOME OINTMENT

There's not a lot of leeway when it comes to a handheld racer. It's also difficult to convert a cartridge game into a handheld game. Road Rash seems to run headlong into both these problems. The multiplayer function adds some replay value to RR, but the single-player action is lacking at best. The gameplay does stay close to its predecessor's example, but not enough for it to matter. A veteran fan will probably buy this game and really enjoy it, but that's the long and the short of RR's draw. The rest of us can nod and smile. — KRISTIAN

SECOND OPINION

Road Rash is okay when compared to all of the other outdated handheld racers, but unless you still get excited by Pole Position, I can't recommend a buy. There are better games on the GBC.

ERIK — 5.75

THE BOTTOM LINE



6

- Concept:** Race around and beat people up.
- Graphics:** I know you can't do much with a Game Boy, but you can do better than this.
- Sound:** Nothing out of the ordinary here.
- Playability:** Road Rash won't tax your brain with a lot of intricate controls.
- Entertainment:** After the first race, you remember why you sold the Genesis version.
- Replay Value:** Moderate.

GAME BOY COLOR

ALADDIN

THE INSPIRATION FOR MC HAMMER'S PANTS

Back in the day, genies were all the rage. MC Hammer had a nation wearing genie pants, and Disney's Aladdin was tearing up the box office charts. Around the same time, Capcom and Nintendo joined forces to release an SNES game based on the film, which proved to be a pretty good platformer in its own right.

Almost a decade later, Ubi Soft releases this GBC port of the original Aladdin. While providing some solid gameplay, it just doesn't meet the standards of the original. The graphics are okay, but the levels are not nearly as interactive (there's fewer bounce poles) and Aladdin is not as acrobatic. Also, there are many reminders of the bad things about old-school games — slowdown and flicker, namely. Not nearly as accomplished as the recent Donkey Kong Country for GBC. — MATT

SECOND OPINION

There is absolutely nothing all that interesting about this side-scroller. Chuck apples and slash with sword. Yippee! Another real winner for Game Boy Color.

ERIK — 5.5

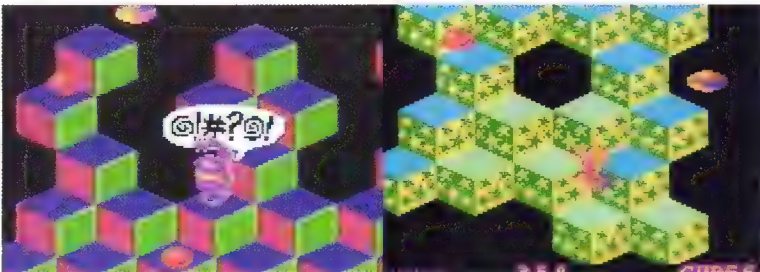
THE BOTTOM LINE



7

- Concept:** A GBC approximation of Capcom's excellent Aladdin for the SNES.
- Graphics:** Definitely looks good compared to most GBC titles.
- Sound:** Tinny snake-charming music reminded me of "Dopeman" by NWA.
- Playability:** The character animation reduces the responsiveness of the controls.
- Entertainment:** This game has lost a little of its shine over the years.
- Replay Value:** Moderately Low.

■ **STYLE** 1-PLAYER ACTION/PLATFORM ■ **PUBLISHER** UBI SOFT ■ **DEVELOPER** CRAWFISH INTERACTIVE ■ **RELEASE** NOVEMBER 1



GAME BOY COLOR

Q*BERT

@!#?@!

Q*Bert reminds me of the first time someone from the normally encouraging adult world told me, "You suck." Playing this Game Boy Color version years later, I'm inclined to agree with that rude woman (who I now realize was just trying to demoralize me into giving up the line of quarters I had stacked on the machine). Q*Bert on GBC gives players two ways of controlling the little orange character that's every man's dream date, and a choice between two play modes — Arcade and Adventure, the latter of which is simply an excuse to make new levels and attempt a storyline. The only real problem with this game is the lack of essential sound effects, and the designers understandably being unable to fit the entire playfield onscreen. In all, the game is as faithful to its arcade counterpart as it can be, and entertaining for at least a little while. — JAY

SECOND OPINION

Q*Bert hasn't aged well, but the lil' sucka is still a decent time — for a short period. The control was a little sticky on this version, but I did like some of the new levels.

MATT — 6.75

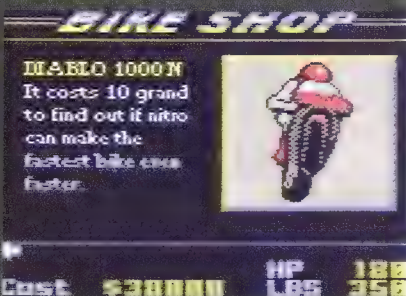
THE BOTTOM LINE



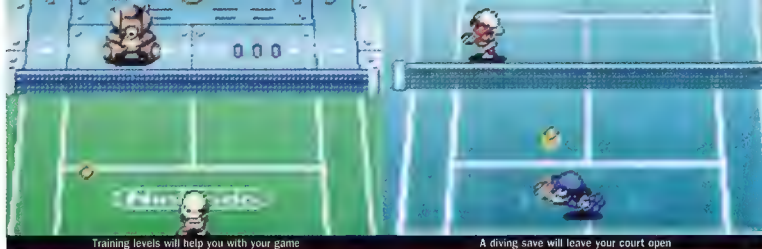
6.5

- Concept:** A geometry professor's acid trip gone bad.
- Graphics:** Accurate, but let's remember when the source material was released.
- Sound:** The sound of Q*Bert swearing and the thunk from falling is gone.
- Playability:** Your choice of standard or diagonal controls.
- Entertainment:** Fun for awhile, with nostalgia adding a bit to it.
- Replay Value:** Moderate.

■ **STYLE** 1-PLAYER ACTION/PLATFORM ■ **PUBLISHER** HASBRO INTERACTIVE ■ **DEVELOPER** PIPE DREAM INTERACTIVE ■ **RELEASE** DECEMBER 4



■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** ELECTRONIC ARTS ■ **DEVELOPER** 3Dx GAMES ■ **RELEASE** NOVEMBER 8



Training levels will help you with your game

A diving save will leave your court open

GAME BOY COLOR

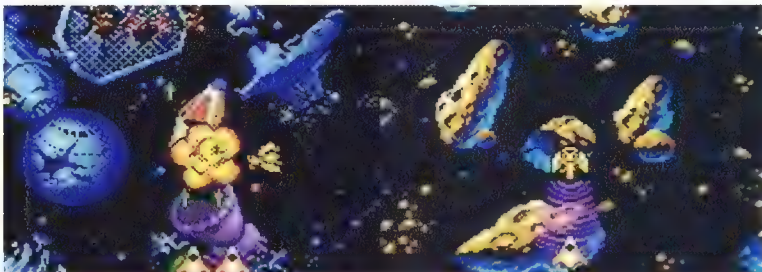
MARIO TENNIS

NEVER HAVE ANOTHER BORING CAR TRIP AGAIN

Following the success of its big brother on N64, Mario Tennis for the GBC has incorporated the best of the aforementioned's gameplay into the convenient portability of a handheld system. This is the perfect game to take with you on a long trip. There are a variety of things to do in a number of different ways, like exploring the minigames or leveling up through training sessions and matches. Any way you look at it, you're not going to be bored.

There's just no substitute for addictive gameplay on a Game Boy. Leveling your character up will only make you play harder and longer. The longer you play, the better your character gets. Once you feel like you're ready to take on a real opponent, the matches themselves can give you a heart attack if you're not careful. Mario Tennis is quite possibly the best handheld title I've played since Tetris, if you can believe that. —KRISTIAN

■ **STYLE** 1 OR 2-PLAYER SPORTS ■ **PUBLISHER** NINTENDO ■ **DEVELOPER** CAMELOT
■ **RELEASE** JANUARY 15



GAME BOY COLOR

GALAGA DESTINATION: EARTH

MADE IN URANUS

Stupid idea number one: Take the Galaga concept to Game Boy and not make it an arcade port. Stupid idea number two: Make the playing field wider than what is displayed onscreen, causing players to be killed by unseen enemies. Stupid idea number three: Not having any Challenge Stages. Stupid idea number four: Making a game so easy, it can be beaten on the first try. Stupid idea number five: Add a weapon upgrade that makes beating the game even easier. Stupid idea number six: Have the enemies always arrive in the same formation. Stupid idea number seven: Make scrolling backgrounds that make it difficult to follow the action happening in the foreground. Stupid idea number eight: Defaming Galaga's good name by releasing this. Stupid idea number nine: Buying Galaga Destination: Earth. —JAY

SECOND OPINION

A tennis game always accompanies my Game Boy when I travel and this will have to be the new selection. Just like Camelot has done with Mario Golf, this tennis game is very entertaining.

PAUL — 8

THE BOTTOM LINE



8.75

- **Concept:** A continuation of Mario Tennis for the N64, but just as fun
- **Graphics:** Impressive graphics for a handheld title
- **Sound:** There's not much you can do with a speaker that's half an inch wide

Playability:

Like any Game Boy game, this isn't terribly difficult to get the hang of

- **Entertainment:** Fun, fun, fun till daddy takes the Game Boy away
- **Replay Value:** High

REVIEWS

GAME BOY COLOR

POKÉMON PUZZLE CHALLENGE

I GOT A POCKET FULL OF...POKÉMON



THE BOTTOM LINE



8.5

Pokémon Puzzle Challenge is a handheld version of the big poppa Nintendo 64 version Pokémon Puzzle League. Like its N64 counterpart, Puzzle Challenge is basically a redo of the classic SNES title Tetris Attack (that also had a version on Game Boy with Pokémon starring as the characters).

Like the previous handheld version of Tetris Attack, the Game Boy suffers some gameplay loss due to the smaller screen, but it's nothing that will stop this game from becoming a long-time travelling companion that will keep you entertained for years to come. —ANDY

- **Concept:** Tetris Attack wrapped in a new Pokémon wrapper
- **Graphics:** Nothing spectacular, but enough to get the job done
- **Sound:** It works
- **Playability:** Adding gameplay that features Pokémon trading in the Challenge Mode
- **Entertainment:** If you love puzzle games like Tetris and Dr. Mario, there is nothing better than this
- **Replay Value:** Moderately High

SECOND OPINION

This Tetris Attack rehash features new puzzles, a larger color palette, the same addictive qualities, and those dam tootin' poop-wherever-I-please Pokémon fellows.

REINER — 8.5

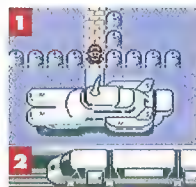


■ **STYLE** 1 OR 2-PLAYER SHOOTER ■ **PUBLISHER** HASBRO INTERACTIVE ■ **DEVELOPER** PIPE DREAM INTERACTIVE ■ **RELEASE** DECEMBER 4

■ **STYLE** 1 OR 2-PLAYER PUZZLE ■ **PUBLISHER** NINTENDO
■ **DEVELOPER** INTELLIGENT SYSTEMS ■ **RELEASE** DECEMBER 4

CHARTS

In association with the NPD TRSTS Video Games Service, Charts presents an in-depth listing of the best selling software on a month to month basis. Are the games you spend your hard-earned dollars on top sellers? Take a look below to find out. We've also compiled a listing of the top selling Japanese software, and, of course, we included a Top 10 list of the games the GI staff is currently enjoying.



NPD TOP 20

RANK	L. MO	GAME	SYSTEM	RELEASE DATE	PRICE POINT
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1 2 **Pokémon Gold** GBC Oct-00 \$27

Continuing to show that Poké-mania is still running wild, the little pocket monster swapped spots with the Silver version this month. If this keeps up, we'll be sure to see a titanium version by the end of the year.

2 1 **Pokémon Silver** GBC Oct-00 \$27

Losing the top spot to the more precious Gold version, the Poké-dominance continues.

As we mentioned last month, people tend to go for the gold and, even though the two games are virtually identical, it looks as though we were right.

3 4 **The Legend of Zelda: Majora's Mask** N64 Oct-00 \$60

Players have been helping Link kick some serious keester on this chart, but does this new adventure have what it takes to go to the top? We doubt it. However, this completes a Nintendo trifecta this month with the company taking the top three slots.

4 N/A **Final Fantasy IX** PS-X Nov-00 \$40

Rocketing towards the top of the charts, Square's RPG makes an impressive debut. Did you all use the impressive guide in GI's December issue or are you still trying to conquer this massive quest?

5 N/A **WWF No Mercy** N64 Nov-00 \$60

If it has the Rock, it's gonna sell. No Mercy took a controller, turned it sideways, and shoved its wrestling action straight up your Nintendo 64. Now here's something that could layeth the smack down on those darn Pokémon.

RANK	L. MO	GAME	SYSTEM	RELEASE DATE	PRICE POINT
6	3	Tony Hawk's Pro Skater 2	PS-X	Sep-00	\$39
7	N/A	The World Is Not Enough	N64	Oct-00	\$50
8	N/A	NBA 2K1	DC	Nov-00	\$50
9	N/A	Driver 2	PS-X	Nov-00	\$39
10	19	Super Mario Bros. DLX	GBC	May-99	\$25
11	N/A	Shenmue	DC	Nov-00	\$50
12	5	Tony Hawk's Pro Skater	PS-X	Sep-99	\$19
13	6	Madden NFL 2001	PS-X	Aug-00	\$40
14	N/A	WWF SmackDown 2	PS-X	Nov-00	\$42
15	N/A	Spyro: Year of the Dragon	PS-X	Oct-00	\$40
16	7	Madden NFL 2001	PS2	Oct-00	\$50
17	N/A	Hey You Pikachu!	N64	Nov-00	\$80
18	8	Gran Turismo 2	PS-X	Dec-99	\$22
19	13	Driver	PS-X	Jun-99	\$20
20	N/A	Tony Hawk's Pro Skater	N64	Mar-00	\$50

Source: NPD Interactive Entertainment Service • Kristin Barnett-VonKorff (516) 625-2481

JAPAN TOP 10

Source: Game Japan
Based On Monthly Units Sold

POS.	L. MO	GAME	SYSTEM
1	N/A	Tales of Eternia	PS-X
2	N/A	Mega Man X5	PS-X
3	N/A	Banjo-Toole	N64
4	N/A	Tenchu 2	PS-X
5	N/A	Mobile Police Patlabor Game Edition	PS-X
6	N/A	Goddess Quiz	PS-X
7	N/A	Custom Robo V2	N64
8	N/A	Love Hina 2	PS-X
9	N/A	Devil Children (Black Print)	GBC
10	N/A	J-League Jikkyou Winning Eleven 2000 2nd	PS-X



GAME INFORMER TOP 10

GI Staff's Favorite Picks

POS.	L. MO	GAME	SYSTEM
1	N/A	Metal Gear Solid 2: Sons of Liberty	PS2
2	1	Tony Hawk's Pro Skater 2	PS-X, DC
3	N/A	The Bouncer	PS2
4	2	Final Fantasy IX	PS-X
5	3	Banjo-Toole	N64
6	N/A	Typing of the Dead	DC
7	5	NHL 2001	PS2
8	N/A	ATV Offroad Challenge	PS2
9	N/A	WWF SmackDown 2	PS-X
10	4	Madden NFL 2001	PS2



PC TOP 10

Based On Monthly Units Sold. Source: NPD Interactive Entertainment
Source: Kristin Barnett-VonKorff (516) 625-2481

POS.	L. MO	GAME	MONTH	PRICE
1	11	Who Wants To Be A Millionaire?	Nov-99	\$7
2	13	Command & Conquer: Red Alert 2	Oct-00	\$39
3	2	The Sims	Feb-00	\$42
4	4	Roller Coaster Tycoon	Mar-99	\$27
5	3	Roller Coaster Tycoon: Loopy Landscapes	Sep-00	\$26
6	1	The Sims: Livin' Large	Sep-00	\$28
7	N/A	Barbie Pet Rescue	Aug-00	\$28
8	N/A	Sim Theme Park World	Nov-99	\$15
9	6	Diablo 2	Jun-00	\$37
10	10	Who Wants To Be A Millionaire 2	May-00	\$18



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PLAY TO PERFECTION



BASIC TRAINING



Jiggies - These golden puzzle pieces are the most valuable items in the game. Each level contains ten of them. Each new stage requires a set amount of Jiggies to enter, so collect as many as you can. Some will not be available until you earn abilities or accomplish objectives on future levels.



Music Notes - While still important, you don't get as much reward out of Music Notes as you did in Banjo-Kazooie. Every Note you nab increases your total by five, except for the Treble Clef: worth 20. Each level still has 100, but their prime use is for letting Jamjars teach you new skills.



Jinjos - These cute little victims return, and still scream out for assistance. Rather than awarding you a Jiggy for saving all the Jinjos in a level, Banjo-Toolie breaks them up into colored families, requiring you to rescue all the members of one color before earning your prize. Every stage has five Jinjos crying for help.



Extra Honeycombs - The only way to build your health is collecting these items. Honey B in the Plateau will use these to add to your lifebar. Each stage has three Extra Honeycombs.



Cheato Pages - The pages from the spell book Cheato pop up at the rate of three per level. While not necessary to finish your quest, collecting five pages will get Cheato to give you a secret to enter into the Code Chamber in Mayahem Temple. These will greatly aid your journey.

Warp Pads - Warp pads will save you a lot of time, both in levels and throughout the overworld (Isle O' Hags). Be sure to activate any that you come across, and use them to backtrack.

Jamjars - Taking the place of the departed Bottles is his militant brother. He will teach skills to Banjo and Kazooie as a team, as well as individually. Look for him one to three times per level. He'll also refill your health, so don't be afraid to seek him out if you're hurting.

Death Is Temporary - Your lives are basically limitless in Banjo-Toolie, so feel free to die at will. If you kick the bucket as Banjo-Kazooie, you'll be brought back to the last place you entered the level. If you're one of the two, the game will start you back at the Split-Up pad. A dead Mumbo is reincarnated at his Skull, and if you're in one of Wumba's forms, you'll start back at her Wigwam.

Reincarnated Enemies - Nearly all of Banjo and Kazooie's adversaries will re-spawn in time, be it on normal platform levels, first-person stages, or what have you. You'll hear a strange noise telling you they've come back.

BANJO-TOOLIE™

BEGIN HERE Spiral Mountains

This introductory level begins the story, and familiarizes you with Banjo-Toolie's gameplay. Learn your moves (all of which you had when you ended Banjo-Kazooie) with help from Bottles' ghost. The fish under the boulder will grant you fast swimming and more air bubbles, but only when you return with Bill Drill (from Glitter Gulch Mine).



Cheato, the spell book, is residing where Gruntilda's old lair was. Take the bridge ladder out to him, and he'll ask you to find his ripped-out pages. The first page is nearby, accessible via a jump pad.



Come back to the waterfall pond when you learn Talon Torpedo (Jolly Roger's Lagoon), and bash the Kazooie-painted rock to retrieve one of the Purple Jinjos.

Boss Encounter - Klungo

A cutscene shows you where the ugly minion Klungo is hiding. Seek out his cave and beat him down. The stereotypical big, dumb henchman is as easy as you'd expect for a first-round boss. Dodge his potion projectiles, and take a stab at one of his multiple forms. Three direct hits and it's Splitsville. Go in the newly opened tunnel to hit Isle O' Hags.



Isle O' Hags

Skills To Learn

Jamjars will teach you the ins and outs of eggs throughout this overworld level, which ties all other worlds together. You'll learn Fire, Grenade, Ice, and Clockwork Kazooie eggs along the way.

You first come across Jinjo Village, sans Jinjos. The only friendly inhabitant is King Jingaling, lamenting the loss of his subjects. He'll bribe you with a **Jiggy** to rescue all the Jinjos. That's what bounty hunting is all about.

Bottles' Heirs

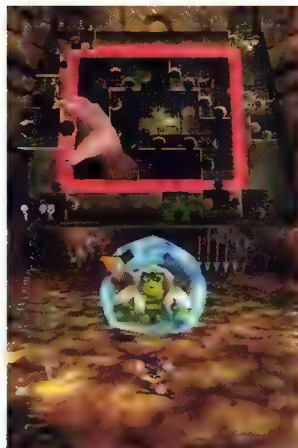
A nearby tunnel leads to Bottles' house, revealing his family, ignorant of his demise. His daughter, Goggles, gives you some funky glasses that can zoom in and out of first-person view. Speccy's room hides a way to Jiggwiggy. Pity the kids – you know they get beat up a lot at school.

Wooded Hollow is where Jiggwiggy resides. Enter his temple and complete his challenge to open the first "true" stage. While in the Hollow, get the purple Jinjo in the cave near the temple.

The Plateau holds two helpful items. Below Honey B's hive palace, find an Extra Honeycomb piece. Underneath a Bill Drill-bustable boulder is a Jinjo.

In the Clifftop section, there's a black Jinjo in an indented chad near the Jolly Roger's Lagoon entrance. The Claw Clamber boots you need to retrieve it are behind the Halfire Peaks entrance, reachable through a button-triggered bridge.

A few jumps up in the Wasteland you'll find a platform with a pair of Jinjos. Is this the jackpot? Further investigation reveals the purple one to be an imposter, but the black one is legit. Is he hanging with the wrong crowd, or being held hostage? Rescue him regardless.



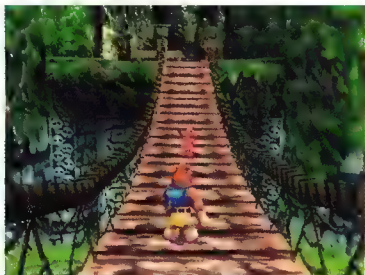
Mayahem Temple

Skills To Learn

The Jamjars Bunker halfway up the hill will teach you Egg Aim, for first-person targeting.

Look for him near the temple for Breegull Blaster, which allows you to do first-person shooting.

At the entrance to Jade Snake Grove, he'll teach you Grip Grab to hold on to ledges.



Climb the temple in the middle of the level. Talon Trot (hold Z and Right-C) the last few stories of the temple to get to a **Jiggy**, and a beautiful view.

Enter the temple door near the top for your first taste of Banjo-Toolie first-person shooting. Make sure you have the egg aim from Jamjars, and revel in Rare's

first-person proficiency. Take close aim by holding R, and use A to open secret passageways. Shoot the spinning, shooting stone statue atop his head to shut him up. Roam around and you should find all 25 Statues without much trouble. You get your first **Jiggy** after 10 statues, and your second after a boss encounter when you nab the rest. To beat Targitzan, shoot the targets on his totemed body. Targitzan keeps spinning and firing the shorter he gets, so make sure to strafe and duck for cover to avoid death by dart. The sore loser self destructs after being defeated, leaving you with a pile of rubble and a **Jiggy**.

A white Jinjo also hides in this temple. To reach it, walk up the stairs from where you see him, turn right, and right again. There you'll find a secret door and a winding tunnel that leads right to him.

Cross the bridge by the temple for a red Jinjo. On the other side is Bovina, a cow who needs you to shoot down a horde of flies to save her crop. After some fancy shooting on your part, she gives you a **Jiggy**.

With Mumbo, make your way down to the golden head. Stand on the platform to take control of him. This bad boy can bash virtually anything. Break the green boulder near the entrance. Kick the massive stone doors. Go into the first big portal (which opened fully when kicked). To your left is quicksand. Walk out, and you'll reach a **Jiggy** high above that only a massive idol like Golden Goliath could reach. There is also a large tomb with a door to kick in inside this smaller section. It will take you a few turns with the big

dude to achieve all this, but you have unlimited attempts.

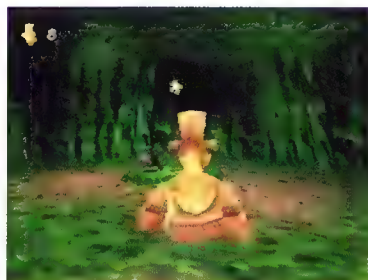
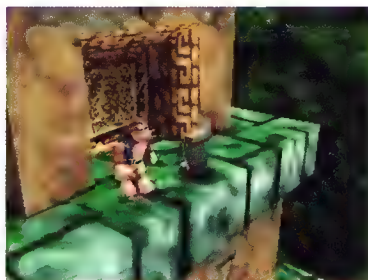
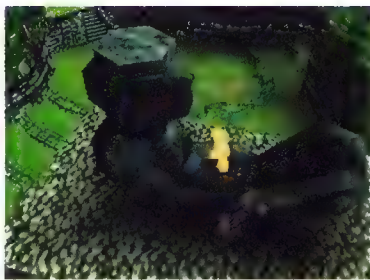
After becoming Banjo and Kazooie again, go down to where the green boulder was. It's now a fly pad. Soar to the top of the Kickball Stadium entrance, and save the first brown Jinjo. Ignore the cheers of the crowd from the other side of the wall; you'll surely be with them sometime.

From the orange Jinjo fly pad, head back up the hill, to the building before Mumbo's skull. Once there, shoot eggs in the mouths of all six statue heads on it, which will open a door. Inside, a robust chief begs for your help. He opens up the door high atop the building, and commences rooting in his booty. Before leaving, find a pile of gold in the corner, and do a Talon Trot up it. It'll take a few tries, but an Extra Honeycomb piece will be your reward.


Jump in the deepest part of the water near the level start to find an aquatic, banana-colored Jinjo, obviously sporting some concrete sneakers.


Go back to the fly pad, and take to the skies to where the door just opened. You'll hit your second page from Cheato, and hover on in. Inside this part of the Treasure Chamber, you'll come across a room with a sleeping caveman. Notice the shiny gold statue there? Go for it, and the caveman Unga Bunga will banish you from the room. Time to get sneaky! Hold the analog very lightly







to tiptoe to the ledge, do a Flap Flip jump, and take the prize back to Chief Bloatazin for another jingarrific **Jiggy**.


 Look straight ahead when you enter Jade Snake Grove. Once you learn to grab onto ledges, try this talent mere feet away to get the first green Jinjo.

 In one of the Jade Snake areas, you'll see a big ol' snake surrounded by crackling underbrush lounges atop a pyramid. To recover the **Jiggy**, first climb up on the lone corner without sticks, and slowly make your way to the prize.

Below the big snake is a door you should've kicked open as Golden Goliath. Inside is the Code Chamber, where you can enter cheats that Cheato gives you in exchange for pages.

 From the snake's peak, go to your right and shimmy across to the next page. Look out for those pesky enemies popping out on the sides. Stick and move, then have Kazooie assault 'em. You can also grab the ledge above the cow's shack to get another Extra Honeycomb piece.


 Waddle back to Mayahem Temple as a Stony. Hang a right, and get the confined Extra Honeycomb that you're now compact enough to grab.

 Enter the formerly guarded kickball area as a Stony. First, make your way downstairs and talk to some old-timers past their prime. Their advice is nil, but you have to give respect to the forefathers of the sport. The premise is simple: Just kick the ball into your goal. The semifinals bring red balls into the

mix, which subtract one goal from whichever side they end up in. The finals toss bombs on the field, which can be chucked at opponents. All's fair in love and kickball! Take the title to win a **Jiggy**.


Lock-Down

The door that Golden Goliath kicked a Banjo-sized hole in leads to the Prison Compound. The caged miner, Dilberta, can be released by hitting the platforms in this order: Moon, Star, Sun, Star, Star. Don't believe us? Ask the Stony. Dilberta's going to want you to bash a boulder that had been occupying her cell. Come back when you get the Bill Drill.

 Jumping into the pond and scaling the rock islands leads to a high area where you can shimmy to a cliff. A page awaits inside a tunnel. Do the same Grip Grab move you did to get the page on the other side of the high area to come to a pair of green shoes. Strap 'em on Kazooie's feet, and book it across the quicksand to reach a **Jiggy**.

Loose Ends

Loose Ends are things you'll have to come back to once you learn new skills on higher levels.

 Go to the other side of the water in the Prison Compound. Bill Drill the boulder there, and go underground. Hit the pillar bases in order to move the **Jiggy** down to the lowest one above ground, and nab it before the timer runs out.



Glitter Gulch Mine

Skills To Learn

You will be able to Bill Drill once you reach Jamjars atop some rocks near the river. The Beak Bayonet is down in the first-person tunnel, and will let you do a melee attack in FPS mode.

When you're descending the rope into the level, you'll see a page atop a doorway. Keep your back facing it, jump out, and glide with Kazooie to grab the ledge and snag the page.

Near the entrance, you'll see a small switch on the ground. This opens up a grated dam far in the level for a short time. Before activating this, grab the speed shoes from one of the Rare boxes. Then run like you've never run before. You'll get to the top of a huge waterfall, with a **Jiggy** far below. Jump straight down into the water, climb out, and get your puzzle piece.

From there, get straight with the doorway above the water's surface below, and leap to it. Inside are a series of pools. Go forward, stay straight in the next tank and hang a left in the following one to get to a **Jiggy** guarded by those cowboy-hat wearing baddies. This area can also be accessed from the pathway near the Crushing Shack.

Get the level's second page in the tall silo near the Water Storage entrance. The Jinjo cries you hear are a Loose End.

Follow the cart tracks to their highest point to locate the lonely yellow Jinjo in the tunnel.

Behind Humba Wumba's lair is an area to blow up as Detonator. Inside, a poor bird is slowly being poisoned by toxic fumes. Is this a result of Jinjo droppings? No time to think about that, you have to rescue her! Use Kazooie's Rat-a-Tat Rap (Jump and B) to set her free, even if she does look a bit like Chicken Lady from *Kids in the Hall*. She flies the coop and meets you at the mining cart for a spirited race. Win, and you receive a **Jiggy**. Win a second time, and you'll receive page #7. Boy, Mary is pulling prizes out of various body locations at will. Maybe it's best she flies away after your second victory.

Strange Box

As Detonator, go to the Fuel Depot on the far left side of the level. There's a very out-of-place box there, begging for help. Attach the fuse, and send him on his way. However, he gets caught up in the following room, and can't be helped until you get to Witchyworld.

Use Detonator's self-destruct attack on the boulder to the left of the start to open up this first-person stage called Ordnance Storage. Make sure to talk to Jamjars and learn the Beak Bayonet to defend yourself without expelling ammo.

The mission is to defuse all the sticks of TNT before time expires. This is rather tricky, and a solid strategy is required. We recommend something simple, like always trying to turn right whenever possible. Just something to keep you going on different routes, and not going in circles. The crusty prospector is kind enough to give you a **Jiggy** for your services.

Below the pillars that Mumbo's skull resides in, there is a boulder ripe for the detonating. Inside is a poor imprisoned Jinjo. Take Detonator and blow the cell door sky high to bust him outta there. Also in this cavern is a darkened area, filled with unpendable generators. To kick-start them to work for a few precious seconds, hit 'em with your fire eggs. Work your way to the top of the room to find a **Jiggy**.

Mumbo's power in this level is levitation. Go to the Crushing Shed, and float the humongous boulder into the crushing device. Become Banjo and Kazooie again, and enter the Shed. Use the Talon Trot and book under the crushing pillars to the red button, then Beak and flip the red switch. Find the three **Jiggy** pieces to put together a fully operational **Jiggy**.

As Mumbo again, work your way to the train station and help poor Chuffy get back on track (ouch, sorry). Return to Banjo form, and revisit the station. Inside a box you'll find an Extra Honeycomb piece. Go into Chuffy's engine and step through the fiery coal chamber. Here you'll fight Old King Coal. Stay on a solid platform and chuck eggs at him. No sweat, and **Jiggy** for you.

Talon Trot up the tallest blue peak by the Train Station, and you'll see a big boulder on top, with the faint whisper of a distressed Jinjo ringing in your ears. Here's your first chance to use the Bill Drill, and get him/her/it out of peril.

This room is across the water from the Crushing Shed. Your air supply is limited, as it's mighty smelly in there. Look behind rocks and you'll find the second red Jinjo. Phew, buddy...now we know Jinjos and tacos don't mix. Bill Drill the boulders to find an Extra Honeycomb, too.

Loose Ends

Go back to Dilberta in the cell in Mayahem Temple when you get the Bill Drill, and destroy the boulder inside to get a **Jiggy** from Bullion Bill, who proceeds to do the happy dance with Dilberta. Quite disturbing. Avert your eyes, children!

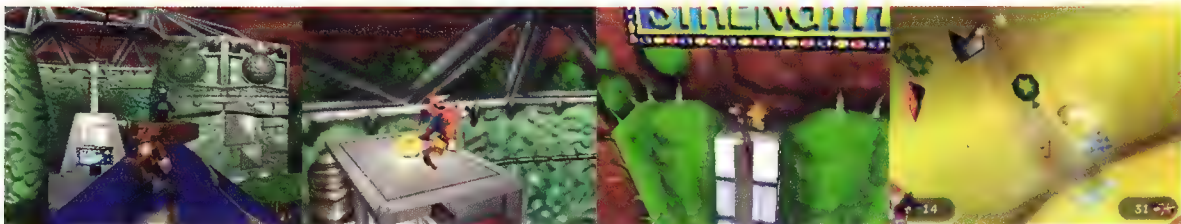
When you have Split Up, go to the Power Hut Basement underground. The basement holds a spitting pad. Have Banjo hold the fort on the pad which lights the area, and Kazooie book it to the **Jiggy**.

The second of two orange Jinjos is in the Water Storage Area, but you can't reach him from here. Go to Jolly Roger's and the shipwreck near Atlantis. This will take you to a pipe with fans, which you can ice egg to freeze. You'll end up dropping down right next to this scared little guy.

Once you learn the Springy Step Shoes in Terrydactyl-land, you can come back and get this **Jiggy**.





Witchy World





Skills To Learn


On the other side of the Grenade Egg-vulnerable fence, Jamjars will teach you Airborne Egg Aiming. Near the big tent, the lesson is Split-Up, which separates Banjo and Kazooie. Inside Crazy Castle Stockade, you will learn Pack Whack, to give Banjo some offense.


 Climb the extra-tall ladder, and slowly crawl over to the plank with a Jiggy. Just for fun, walk off the side furthest from the pillar to land in the tank.


 This area's entrance is located by the Dive of Death, in the purple-eyed doorway. Its path is very dark, and lined with life-stealing teeth. Wind around to the door, and keep going to reach a shimmy spot where you can go left to a Cheato piece. Be careful not to fall to your death. Go back to the door, and find some pathetic prisoners. Blow down the doors with grenade Eggs to free them, especially the Blue Jinjo in the third cell.

 In one of the courtyard areas off the central part is a test of strength. You can't get the bar to the bell with one hit; it'll take three. Use any combination of Bill Drill, Grenade Egg, and Beak Buster (jump, then Z) to win the Jiggy prize. Now just climb up and claim it. The first in the orange Jinjo couple is right here, too. Jump up the open door, then over to the slot to Grip Grab your way down. Jinjo! Whee! Isn't that cute?


 Taking a page from Zelda, getting this Jinjo requires you to slowly scale the ropes holding up the big top. Go slow, then Talon Trot the tent to rescue the black Jinjo.


 To get admittance into the big top, you need four tickets. These are earned by blowing up the different slot machine monsters. Once inside, you find out you're the main attraction in an all-out war against an inflatable green dinosaur. Hit him once with Grenade Eggs to make the red wing pads operational. Blow up the rest of his patches while staying in the air. It's a bit of hit-or-miss, but there's always plenty of ammo and wing refills on the ground. Your reward for victory? Do we have to tell you it's a Jiggy?


 You need to be the Van to get into the Inferno. Go up to the locked door and shoot a coin from your tailpipe (won't ask us). Go in (still as the Van) and get another Cheato page. Turn into Banjo and Kazooie after you're finished (there's a warp pad around). Split up and put Banjo on the jump pad generator. Have Kazooie grab her sneaks and run up the winding middle ramp, avoiding the flaming enemies. Jiggy aho!

 Mumbo thinks the Furnace is a sauna, and he's just sweating out the heat. Confiscate the Extra Honeycomb in the green mist, give him the


Glowbo from the area, and take control of him. There are three parts with Mumbo platforms in this level: Dodgem Dome, Star Spinner, and Area 51. Go activate them all.


 Become the Van once again, and pay the coin for this attraction. Return to animal form and come back, grabbing the green Jinjo at the top. (How do Jinjos get in so much trouble?) This game is in three stages. The goal is to collect a set amount of points in a certain time. First it's 1 vs. 1, then 2 vs. 1, and finally 3 vs. 1. Just use some fancy maneuvers to prevail, and earn yet another Jiggy.

 Take the ladder in the Crazy Castle courtyard up to a tightrope. An acrobatic voyage later, and you hit a red button that causes the cable car to take you to Space World, which houses the Saucer of Peril. First order of business, though, is to grab the Extra Honeycomb above the platform the car stops at. Then jump to the horizontal pipe and Grip-Grab to the right. There you'll find a red button to bop. This lets the box in Golden Gulch make it home (and you can get there with ease, too). The box opens to reveal a saucer, who will now pay you back for saving him with some good, clean fun. Hold down the Z button and use subtle movements to get the 400-point Cheato page prize, or the 500-point Jiggy prize.


 While in Star Spinner, jump onto the lowest star, and it will shoot upwards. Pick your spot and jump to the next, then the next, then the planet

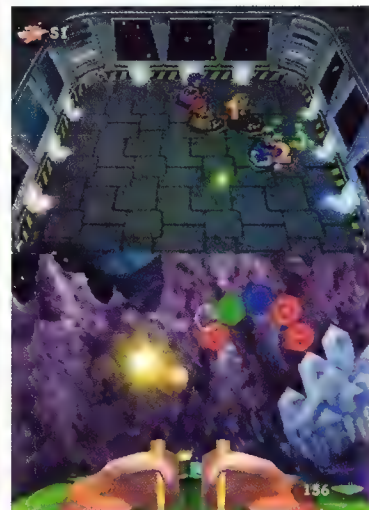
model's rings. From here, do a Talon Trot, jump on the globe, and grab the Jiggy. If you're finding this difficult, just try to stay in the middle of the stars and take your time. Remember, it's a loooooong way down.

 The final piece in this Jinjo threesome is in the Area 51 building. Honk your Van horn to get to him.

 Split up at Crazy Castle so Banjo can learn to fend for himself from Jamjars, via the Pack Whack. Look out for the bogus Jinjo. How dare they perpetrate the Jinjo vibe! Blow the pump room cage open with a Grenade Egg, and grab the Extra Honeycomb. Split up before going inside, and take your respective spot on the platforms to inflate the castle, which thankfully doesn't attack you. Bounce around in the lobby for a while, then play the games, one of which requires Kazooie alone. Neither should be a problem, so take the jump pad up to the castle roof to get your two Jiggies.

Loose Ends

 You'll find an irresponsible (and jiggly) mother near the entrance, who has lost her children. They're hiding in various attractions. Use the fries from Joe's to get one to return back to her matriarch. Smack the second upside the head to get his cooperation. The third wants a burger in his already-enlarged belly, but then can't move and wants to be carried. Use Banjo's Taxi Pack to carry him to mom, and walk away with a Jiggy.



Jolly Roger's Lagoon



Skills To Learn

Near the waverunner rentals, Kazoole will be taught Wing Whack so she can fend for herself. In Jolly's hotel room, you'll be granted the ability to aim underwater. To use the Talon Torpedo and hurl Kazoole into underwater objects, find Jamjars in the Electric Eels' Lair.

Look for large, hexagonal tiles on the cobblestone in the town square. When given a stiff Bill Drill, they reveal jump pads and doubloons (the level's currency). Use the one near Jolly's to get on the roof. Talon Trot to the chimney, and jump pad up to a shimmy spot. Wind around a ways to reach an Extra Honeycomb. While you're a drillin', don't forget the big crate in the middle, which hides a Split-Up pad.

The pack-rat in Pawno's has a Jiggy, and all you have to do is snag 20 doubloons for it. Easy. The Glowbo in the shoppe is free, so feel free. Come back in later and nab a Cheato page – a bit pricey, but well worth it.

Blubber the hippo is running a lucrative waverunner rental business (brings us back to our Key West days). Go behind the counter and use the jump pad to reach the blue Jinjo in the rafters. Buy Blubber's last possession (Turbo Trainers), and walk on water to the purple Jinjo.

The four mermaid statues on the ocean floor of Atlantis each have symbols on them. Look at the pattern above one of the closed doors, and duplicate it with egg firing in the mermaids' baskets. This opens the Temple of the Fishes, which holds Chris P. Bacon, a piggy diver. Protect his porky posterior while he dives by shooting fish that approach him, and you'll get a Jiggy thank you.

Wumba's lair is in a tunnel off Atlantis' main area. The Glowbo is on the seafloor. The somewhat soggy Wumba will turn you into a power-packed submarine. Coming back to Atlantis from here, keep a look-out on the right-hand side to spy an Extra Honeycomb in the rock.

Use jump pads to scale the Seaweed Sanctum until you reach a distressed black Jinjo. Go through the door to reach another water area, which contains a big orange fish. Grenade Egg his teeth, and hop on in. The right path in the fish's guts contains a blue Jinjo. The left houses Molly, Jolly's missing (and vain) companion. Bail her out, and go back to Jolly for a Jiggy.

Former Monkees heart-throb Davey Jones has gone undersea, past the open-mouthed fish. Blast the lockers until a door opens from one. Here, you take on a very dangerous lantern fish boss, named Lord Woo Fak Fak. It's best to face him as a submarine. This is a tough encounter. First, you have to hit him six times in various glowing portions of his body. Whip around and take aim, but scatter once he faces you. After that, your target is his eyes. Again, stick and move, and this time first-person view is best. Beat him for the hard-fought Jiggy in his lantern.

Continue downward from Davey Jones' Locker to play Grunty's mine-shooting game for a Jiggy. We recommend staying in third-person, and propelling yourself around the area, holding down the trigger.

Another offshoot of the locker leads you to a sunken ship. Here, you'll find a Jinjo in one of the chests. Grenade Egg blast them all to locate the poor lil' guy.

The Electric Eels' Lair is behind a door near the Wumba cave. It's inhabited by nasty eels. Jamjars is above the water level with Talon Torpedo to teach. Use this on the clear fishes in the level to steal prizes like eggs, an Extra Honeycomb, and a Jiggy. This is also the key to opening underwater sections with Kazoole's face.

Talon Torpedo the door to the UFO to get inside the spooky saucer. Help out the big-headed visitors by shooting ice eggs into each of the four holes in the ship. They take off, and leave behind a Jiggy. Sweet! We would've been happy to leave them without a probing.

Loose Ends

To the left when you enter Jolly's is a small window. Blow up the gunpowder on the other side to open the wall outside, leading to Smuggler's Cavern. Go down below as Kazoole and glide to a Jiggy.

Jump from land to the big pipe sticking out of the water. Go to the top cover, Bill Drill, and plummet to the filthy depths. Brown water. Yuck! Take the pipe to a big red button. Hit it, and the ooze clears up. The water's still too cold, though. Push George Ice Cube over the edge in Cloud Cuckooland, then go back to Halffire Peaks and, as Banjo, enter the boiling water near the first warp point. The switch will warm up the water for the two porky tots. You'll be granted a Jiggy, which they stole from one of the witches.

The Baths are behind a Kazoole stone in Atlantis. Go inside and split up. As Kazoole, glide over the entrance for a Cheato page.

Toss a grenade into the cracked wall at Mumbo's. Go in as Kazoole, and find your old turtle pal Tiptop (of Diddy Kong Racing fame) and his kid, the egg. Sit on it to aid in the hatching process, and get a Jiggy.



Terrydactyl

Skills To Learn

A bit above the entrance is Jamjars to teach you Springy Step Shoes. Find him in Unga Bunga's cave for Kazooie to be able to Hatch (those who can't do, teach, we suppose). And lastly, the ol' mole is in the River Passage to give Banjo the gift of Taxi Pack.

As imposing as it may be, your first task is to climb up the mountain to reach Terry the pterodactyl. This will require some cunning and lots of Springy Step Shoes on your part, one of which is obtained in Unga's cave. Once on top, beat Terry's tail with Grenade Eggs to collect your first **Jiggy**. The second can be nabbed after you hear his pleas for help, and Bill Drill the irregular lump in his nest.

Take the third set of stairs at the base of Terry's nest to go inside the mountain. Here you can hatch your first Terry baby egg. Jump down to the water and swim to the wing pad. Believe you can fly, and do it out to the middle island. Nail the button to make a walkway to it. Go out and come back in, walking the path to the island, and Springy Step to the top. A dino will swallow you, but it turns out he only has indigestion and needs your help. This brings up a simple and fun first-person game, with a prize **Jiggy** awaiting.

Terry gave you a flight pad to the right of the start, which you need to Springy Step up to. There are three things you can do with this: Hatch the egg by the water; get the green Jinjo in front of the start (after egging the switch to open it); and grab the Extra Honeycomb piece by the egg near the water.

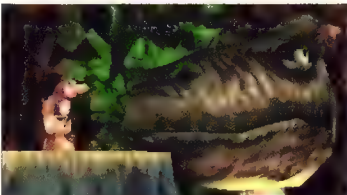
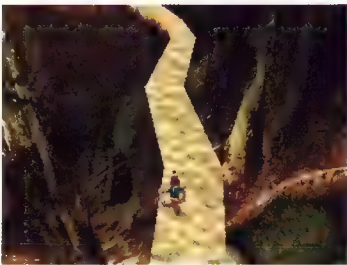
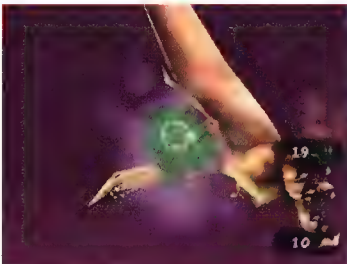
Find a Kazooie button underwater, Talon Torpedo it, and save the underwater red Jinjo below the island with the egg. Imagine how dangerous Jinjos would be if they turned evil! You can't drown 'em, you can't kill 'em — they're immortal. Kinda makes you shiver, doesn't it?

Scale the vine behind the waterfall at this same pool, and work your way to an Extra Honeycomb in the River Passage, which you can Talon Trot over to.

Humba Wumba will turn you into an infant dinosaur. Learn to roar from one of the other dinos, and you can roll back rocks with your picture on them. Right behind the wigwam is a Cheato page hidden behind a T-Rex rock. There's also a sign with a roar code to get the **Jiggy** which is guarded by a cage on the mountain. Follow its directions to get the prize.

Mumbo can enlarge Humba's lair, which makes you a Daddy T-Rex, rather than the lil' baby. Use the bigger form to hit the big dino switch outside Wumba's door. Run back to become Banjo-Kazooie again, and book it to the blue Jinjo before time runs out. Go back to the big guy, though, and scare the loincloth off of Oogle Boogie to enter his cave (Gor Gor big!), which contains another egg.

Once all the eggs are hatched (the one we didn't mention yet is in Unga Bunga's cave and requires a Taxi Pack home), Terry will graciously grant you a **Jiggy**.



The Rocknuts tribe of bad-asses seems tough, but they have a weak point. Use your Clockwork Kazooie eggs to gat them. Hit them in the butt, since it's their weak point. There are five in all, and the fifth you kill will give up a **Jiggy**. Here are their locations:

- Behinds bars next to the Purple Jinjo
- On the archway after taking the Inside Mountain tunnel
- In the mountain tunnel above Wumba's Wigwam (this one you need to have the Clockwork Kazooie run around back while he's facing you)
- Train station
- Near the high-level waterfall/pool

There's a caged purple Jinjo with seemingly no way to get him (near one of the Rocknuts). Shoot a Clockwork Kazooie egg and run the little guy into the tiny holes in the wall until you come across the Jinjo hostage.

On the same land as Mumbo's lair is a shimmy point. Get your Grip-Grab on, and Bill Drill the boulder for another Cheato page.

In a cave near the elevated pool/waterfall area is the home of a dinosaur family, the Styracosauruses. While you can't help their plight just now, you can Bill Drill the boulder, use the Split-Up pad, and have Kazooie nab the Honeycomb high above.

Take the warp pad to the mountaintop. Instead of going to Terry, take the narrow crossing to another doorway. Inside, blast the fire with your ice eggs and reach the Stomping Plains. As bear and bird, use the Wonderwing (Z & Right-C) to stay invincible. Rest once in the footprints. A **Jiggy** awaits. For Kazooie alone, you must rely on sheer speed. Keep on the path and release the fourth red Jinjo.

Loose Ends

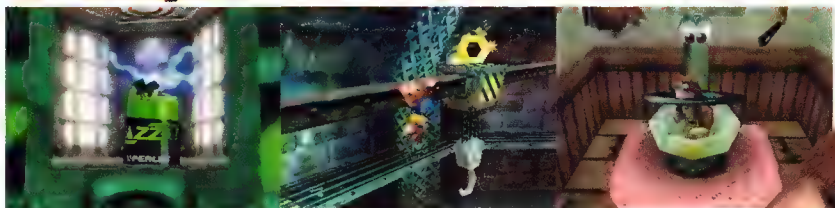
Bring Chuffy to Witchy World and the dino daughter will hop on. Take her back to Terrydactyl and reunite her with her family. Then take Mumbo and use the pad underneath a boulder in the residence to cure the sickly one. If you can't seem to reach the cave, try dropping in from above. You will get one stinkin' **Jiggy** for all this work.

The cavemen in Oogle Boogie's cave can't fend for themselves. Heat up the joint with some well-placed fire eggs, and feed them by returning to Witchy World for some burgers and fries, grabbing the Claw Clamber Boots, and climbing the Area 51 wall back to the Oogle Boogie Lair. You'll get a **Jiggy** after they stuff their faces.

Dippy's a thirsty guy. Maybe he shouldn't have been hitting the salt lick so hard. To quench his thirst, go to Cloud CuckooLand and drain the water with a Kazooie stone in it. Dippy will get his drink and you'll get a **Jiggy**. The hole in the trough has a Cheato piece, too.





Grunt Industries





Skills To Learn


The first order of business is the Claw Clamber Boots, which are easily found on Floor 1. Banjo's lethargic Snooze Pack is in the Waste Disposal Plant off the first floor. Leg Spring, which boosts a lone Kazooie, is up on Floor 3.

 The only way to get in is to the right of the level entrance, behind a big wall. Take the train to really get into the level. Once inside, break the 'Fragile' box for a jump pad, and shimmy over to the Extra Honeycomb above the hook.

 Good ol' Loggo the commode needs your help in the Workers' Quarters. Blow up the door and unclog him with a Bill Drill. As nasty a job as this is, you get a Cheato page for payment. Nobody said this game would be easy.


 You'd best master the Snooze Pack before going for this first Jiggy, or you're dead bear meat. Run through the first section of smashers, which will drain you of all but one of your Honeycombs. Once you get to the conveyor belt, chill out on the side and nap back your health. Then tackle the second crushing device, and see the same thing happen. Hit the Banjo button, snooze, and then collect your Jiggy.



 After you learn Leg Spring on Floor 2, you get the perfect place to try it. Follow the pipes out from the switch pads and do a high leap to the friendly brown Jinjo, which looks quite similar to the orange variety.


 The Boiler Plant minigame requires battery placement in the room on Floor 3. Once Banjo and Kazooie reunite, head on in, and catch the flashing lights, called Twinkies. Grab the speed shoes in the corner and kick booty for a Jiggy. There's a box with an Extra Honeycomb piece in the corner, too.

 To rock the level's boss, have Kazooie unscrew the screws in the plate at the Boiler Plant. This will open a Mumbo pad in the first floor of the Electromagnetic Chamber. Get a battery to open that door. Use Mumbo, and warp to floor 2. Smack the grate by Wumba's Wigwam to get to Electromagnetic Chamber. In EC, Mumbo's magic malfunctions the magnet for 90 seconds. In that time, you must go back to Mumbo's to become Banjo again, warp to Wumba's and become Washer. Take the same route to EC and jump on the big red button, then leave the room before time expires. Go to the air-conditioning


room on the first floor, climb the high ladder, and shimmy over to the newly opened door. Inside is an insidious boss named Weldar. Keep your distance and shoot grenades in his mouth when he opens it. This is one of the game's first real challenges. After the battle, use the jump pad to reach your Jiggy, and don't forget the Cheato page on your way out.


 Hit the fly pad button on the fourth floor to get a few fly pads outside. Go out, take to the skies, and open yourself up to a world of booty. Directly above the normal entrance is a lone window to break. Go in as Kazooie, and glide over to the platform with the Jiggy. You'll have to bop some bots for it, so be ready. On another side of the building is a window on Floor 2. This takes you to a Cheato page.


  Go up to the building's roof. One of the windows can be blown off from a standing position, leading to Floor 5. Here you'll find a blue Jinjo. Another roof window can be taken down from the skies, and shows a platform with screws to undo. This will make it easy to grab the visible Jiggy as well. Just drop down to the fourth floor, change to Kazooie solo, and jump pad back up. As if that wasn't enough, the steaming silo top has an Extra Honeycomb piece just for you. And finally, you can blast the other silo to get in and grab the hard-to-find fifth purple Jinjo.

 Help out the rabbit workers with their soiled pants as Washer. There are six in all. The final awards you a squeaky-clean Jiggy. The first is on a catwalk not too far from Wumba's Wigwam. Number two is in the Boiler Room on the third floor. The third is not far from fifth-floor service elevator. Four is outside


in the brush. Numero fiver is in the Workers' Quarters. The final bunny is on Floor 1 by the Trash Compactor (unscrew a panel on Floor 2 via the busted outside window).


 Split up and go out the fire exit from Floor 2. Have Banjo stand on the platform to open up the door to the blue Jinjo. Give Kazooie the Claw Chamber Boots from the Rare box, and run high up the building to rescue Illi' blue.


 Scale the room after the crushers on Floor 4, which Mumbo puts a stop to. You'll reach a sewer entrance, which becomes another first-person level. Your task is to eliminate the air-clogging Clinkers within the allotted time limit. There are a ton of them, and you'll have to look up, down, and behind you to find them all. If you don't hit the time limit, you start suffocating. What a way to go... Again, we recommend a set movement pattern. We generally go to the right in this level, like the other FPS levels. Dust all the baddies and you win a Jiggy.

 In this same area is the cable room, which needs a battery to get into. Here you'll play a shooting gallery game. Spank the blue Rare barrels, and you'll be gravy. Shoot a green, and it's toxic gas city. Get enough Rares in the ever-increasing difficulty, and you'll receive a Jiggy. To claim it, however, you have to become Washer and go around the service elevator route.

Loose Ends

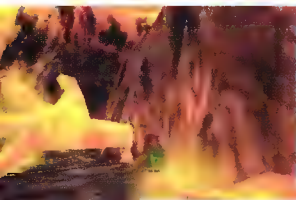
 To save this Jinjo under glass, you must actually go back to Jolly Roger's Lagoon. Take the Smuggler's Cavern route and Talon Torpedo the Kazooie rock to come out over here.

 Go to the Air Conditioning room, where the big fan is. Go through the door to the murky green water. Split to Banjo, and use Shack Pack to sink to the nasty depths and retrieve a Jiggy.

 The Waste Disposal Plant has quite the pool of muck. Have Banjo Sack Pack over it, hit the Banjo switch, and corral the Jiggy.



Hailfire Peaks



Skills To Learn

Go up the lava side a ways to a split pad, and a fall with Banjo will lead him to the Shack Pack. Kazooie's most useful attack, Glide, is learned off Chilly Willy's lair on the ice side.

This **Jiggy** is actually retrieved in another world, but counts here. Go back to the Stomping Plains in Terrydactyl Land after you learn Snooze Pack. Traverse the plain as Banjo, and rest up after every footprint. Hit the switch, and revel in the joy of the **Jiggy** inside.

Hurl a Grenade Egg at the cracked wall in the upper-right corner of the bottom floor of the Colosseum to open up a door to the Mayan Kickball Stadium. Warp pad to Wumba and get Stony'd, then compete in the games back at Hailfire. Instead of a high score, you want a low one. It's best to stay on the defensive. Win your **Jiggy** and change back.

There's also a Cheato page and a Jinjo in/around the Colosseum. Take Kazooie and break a cracked wall on the side opposite the split pad. Then, use the Claw Clamber Boots to go up one of the columns for the page. Hit a switch up and to the left of the entrance to erect some stepping stones to a brown Jinjo, who's located outside the Colosseum. A shower of fiery liquid is in the way, so use a Wonderwing before you jump.

To wrap up the Colosseum, go right from the entrance. Take the broken stairs up to a split pad. First, have Banjo scale the chain on the column, then shimmy to a door above. There's a Banjo pad. Switch to Kazooie, and have her go all the way to a fly pad, then up to a newly opened door with a pad bearing her likeness. It's Banjo's turn again, so have him shimmy over to one more switch, which reveals a **Jiggy**. Go get it, tiger.

This centralized cave, called Inside Volcano, has very little in the way of bridges, until you start hitting switches. Run around and stomp on them all, and a **Jiggy** comes up in the middle.

Climb up to the tracks in the Train Station, and jump to your right. Jump again, then get to the shimmy point and go over to the Extra Honeycomb. Look out for the enemy below, or you could be one fried chicken (and bear).

To the left of the second warp pad/Split Up spot on the lava side, take Banjo to a boiling pool. Down below (thanks to shack pack), you'll find a fish and a black Jinjo.

Above this pool is an empty Honeycomb piece. To reach it, go up to the entrance on the ice side. Jump to the side and shimmy on over.

In the ice side of the Peak, you'll encounter a big ice cube with lipstick named Mildred. As nice as she may be, the gal must die! She has a purple Jinjo in her gullet, after all. Bill Drill her to bits and save your pal. Write this off as a necessary evil.

Go into Boggy's igloo (by the scene of the Mildred crime) and check out his new TV. He's hungry (per usual), and the fish you found underwater will fill him up nicely. He then spews forth a **Jiggy**.

At one end of the ice side, Biggafoot is hiding some Claw Clamber Shoes, despite his large-footed abnormality. When you hear the Ice Dragon chuck a glacier, scatter.

Bigga will get the damage, which sends him running and leaves you with the shoes. Take them on the path ahead up to Chilly Willy's lair. Defeat the Ice Dragon by using the cannons to amplify your fire eggs, and dodge his forked tongue. No pizza for you! His brother, Chilly Bill, atop the fire side, is harder, but can be defeated the same way with ice eggs, giving you a **Jiggy**. Before going after his flaming brother, however, flutter down from Willy's entrance to Jamjars and his Glide teachings. A page is inside the door by his bunker.

Near Bigga's is a tall column with a Cheato page on top. To get it, Split Up into just Kazooie and start a jumping. It's narrow, so watch your step. A few hops and you're there.

The Icicle Grotto is near the ice end non-Wumba warp pad. It's advised you know Glide before trying this. Work your way up the icy slope to a split pad and become Kazooie. Egg blast the icicles above, and carefully hop up. If you bluff, just glide back to safety. Once on top, glide over to the last of the Brown Jinjo family. Then switch to Banjo, and go back down. Near the bottom of the hill is an easily missed vine. Climb it, and then duck into Shack Pack mode. Take a tunnel to a Cheato page.

Wumba makes you into a snowball. Use this size to your advantage, and drive against the gusty wind by the green Jinjo. Keep doing the

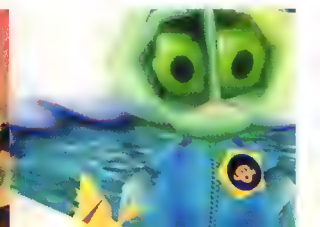
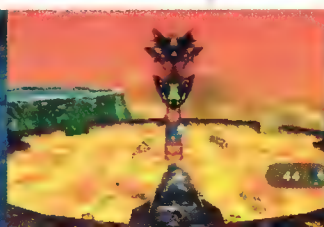
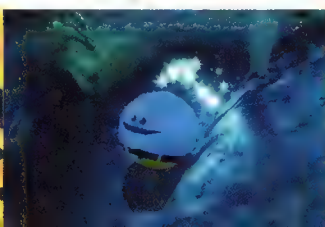
rolling attack and have a bit of patience. You'll make it. This should be the final green Jinjo out there.

As the fully-sized snowball, warp to the high point of the lava side, and barrel through hot hands to get back to the ice side. Roll in the snow until you're back to size and jump atop the shack by the oil machine. This will drill for a **Jiggy**, which ends up in the Waste Disposal Plant of Grunty Industries. The things Rare makes you do to get a simple **Jiggy**! To get it, become Banjo and Shack Pack into the pipe right by the machine.

Get Mumbo, and go to Wumba's area. There, you'll find a Mumbo switch which will revive an alien. He needs to find his kids, so he recruits Banjo and Kazooie to find them. Go to work. The first one is easy, being along the shore behind Wumba's. The second, closer to Wumba's Wigwam, looks bad. Get Mumbo to perform his spell again on the young'un. The third is pretty high up, but can be reached via Kazooie's Glide. He's freezing, so sit on his head (Hatch) to help him out. Whatta pal! For your efforts, you escape disintegration and get a **Jiggy**.

While you're in a healing mood yet again, take Mumbo by Boggy's abode, and up to another Mumbo pad. Here you can revive the frozen adventurer, Sabreman. Of course, Banjo has to do the dirty work, and carry Sabreman back to his tent on lava side. You get a **Jiggy** for your time.

There is actually a train station for each side, each with their own buttons. Lava side's is high on the Colosseum. Ice side's is near the Wumba warp point, and requires the snowball to trigger. Find Chuffy and bring him to the lava side. Your train pal is hurtin', though, and needs a cool-down. Fly to another room right on top of the Colosseum, and you should see Gobi, your camel compadre. Beak Barge your buddy's hump and he'll spray some water (not that kind of water, sicko) onto the train's boiler. With the train back in order, head to the ice side. Get out and gat the Minjo, go down the tracks behind him, and get a **Jiggy**.



Cloud Cuckooland



NICE ZZZHOOTING!
YOU ZZZCORE



HEY, YOUNG MANI
I'M GEORGE ICE CUBE,

Skill To Learn

Banjo picks up the Sack Pack from Jamjars inside Central Cavern.

After your first flower ride, you'll come across some odd-looking dirt patches. Bill Drill the strange spots to uncover an Extra Honeycomb and a few beans. Could these beans be...magic?!

Glide or fly out to the giant garbage can for an Extra Honeycomb. Hit the Kazooie switch and go in to do battle for a Jiggy. A purple Jinjo is in here, too. Jump on the salt treat box, Glide to the milk carton, and then Glide to the Jinjo on the cookie box. Shoot a Clockwork Kazooie egg outside, run it around the building and to a tiny opening. Blow it up on the pad to register a number on the Super Stash Deluxe safe.

From Central Cave, you'll come across a strange switch, which opens the top of the Pot o' Gold. Trigger it as Kazooie and glide out to it. Inside, shoot the right-colored egg at the symbols in the gaming game. Just keep your focus horizontal and you should win both a Cheato page and a Jiggy. Run around the rim outside for an Extra Honeycomb.

By Wumba's Wigwam, you're treated to another Canary Mary sighting. You thought you heard the last of this strange gal? No way! Mary's got a Jiggy and a Cheato page (in that order) if you can beat her in a race. This is pretty freakin' hard, so rest up those fingers. She seems to gain speed when you're going uphill.

Wumba will gladly change you into a big fat bee. Before this, however, grab the final red Jinjo from up on the rafters by climbing the pole to it. Once you're an insect, though, fly to the top of the tunnel from outside. Blast the hornet target 20 times in a short time. Start by getting really far away, lining up, and going first-person to blast while slowly approaching the target. This will gain you entry to Zubba's Nest, located high above the side of the structure on the level start side. In here, blast wasps in a shooting game to win a Jiggy and a Cheato page. While toolin' around, blast all of Grunty's eyeball plants (Eyeballus Jiggium) for another Jiggy.

Along your journeys outside (by the pool where you'll find a Glowbo) is

George the Ice Cube, widower of Mildred. He's stuck up here and needs your help. Push him off, and he'll fall to his boiling demise. While shedding a tear for George, use a Clockwork Kazooie egg in the crevice on the platform above the pool for another safe-cracking number. There's another number in the Central Cavern, by the Claw Clamber Boot-prints. Shimmy over and shoot the Clockwork Kazooie egg into the hole. For the final safe number, fly high up, to a speckled platform with a door. Navigate the narrow bridge inside, and shoot a Clockwork Kazooie egg in the small hole. Having all four will open the safe, allowing you to grab the Jiggy inside.

As strange as it looks (for being so out in the open), the black Jinjo inside Mumbo's red skull is real. The Mumbo inside, however, is not. Smell a boss encounter? This is Mingy Jongo, a cyborg imposter. Dodge his blasts and beat him to get a Jiggy.

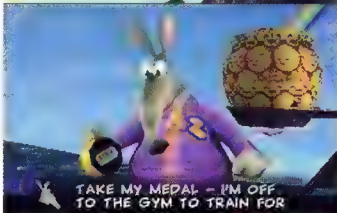
As Banjo, hit the narrow door inside Central Cavern (to blue Mumbo skull). From here, take the vine up to a flower which shoots you to a gelatinous castle.

It has a hole in the bottom where you can Shack Pack through to get a Jiggy.

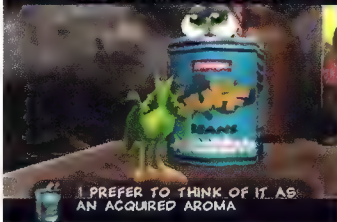
After taking the flower back, scale the vine again, but this time Sack Pack across the thorns to the Floatus Floatium, which will take you across the chasm to plant a seed. The second seed station is near the red Mumbo skull. Jump the gap to the vine, climb up, and jump over to the Floatus. Take it across and dump your seed.

Once the seeds are planted, get Mumbo and climb to a high level in Center Cavern. You'll come to a vacant blue platform, and see a Mumbo switch on it. The shaman will become a rain-man, and make both seeds hatch into beanstalks. One will take you (as Banjo) to a colossal cheese wedge. Jump into this stinky fortress, and Sack Pack atop the floating spikes to get to the last Red Jinjo and a Jiggy.

Mr. Fit, the alleged healthy guy, wants to engage in some good-sport competition with bear and bird. To win the high jump, get the springy shoes from a hole in the ground and be-bop to the bar. The sack race is where you planted the second seed. To win, Banjo must Sack Pack through the shortcut. The foot race is in the same place you had Mumbo do his sweet thang. Before entering, though, grab the Turbo Trainers in Center Cavern to give you the edge and the Jiggy.



TAKE MY MEDAL - I'M OFF
TO THE GYM TO TRAIN FOR



I PREFER TO THINK OF IT AS
AN ACQUIRED AROMA



Cauldron Keep



To get here, go to the Quagmire, grab the Claw Clamber Boots on one side of the massive pipe, and run up the other side. To bring down the drawbridge, split up Banjo and Kazoole, and have them Sack Pack and Glide to their respective switches.

Klungo

Your first "challenge" is as simple as ever. The big dork gets even bigger this time around, and is a tad more cunning with his potion throws. Beat Klungo's ugly mug and get him to retire from the henchman business. Some people just aren't cut out for this kind of work.

Tower Of Tragedy

Your next step to Gruntilda is Tower of Tragedy, her own deadly game show. Questions are multiple choice, and you'd do well to buzz in even before the question is asked to avoid getting beat by one of the witches. In round two, be wary of the picture-showing questions, because if you buzz in too soon, you won't see the questions, and some are pretty darn obscure. In round three, it's advised that you pass right away if you don't know the answer, to save precious seconds.

Dingpot Lends A Hand

Better late than never, Dingpot shows up to give you an ammo boost. This may be useless if you've already got the double egg and health regenerating codes from Cheato (which really makes things easier), but it's Dingbot's thought that counts.



Final Confrontation

Grundy and the machine behind all the devastation meet the two animals in a fight to the finish. Keep on the move and time your jumps over the lasers. If you've paid attention during the game, you should be able to answer the questions right to keep Grundy meek, and strafe a lot at the start. Then, when the deathtrap stalls, hurl Clockwork Kazoole eggs at its rear. Once the rear gets damaged by the blasts, send the little egg birds into the hole, and take out the batteries. Grundy gets ticked, and hurls some power-packed spells at your fluffy hide. Just watch your tail, watch your aim, and with some luck (and Cheato's helpful cheats) you'll be the supreme ruler of all that is Banjo yet again.



EXTRAS

Blue Egg

Use a red wing pad to fly up to the smaller of two waterfalls in the Isle o' Hags where the game begins. Land, and swim your furry butt on in. Once there, you'll see a strange game-looking thing behind a barrier. To reach it, jump up and latch on near the waterfall. Shimmy to a wider spot, climb up, and run to the creature. Roll attack it, and it'll turn into Banjo-Kazooie's Mysterious Blue Secret Egg.

Pink Egg

Again use a red wing pad to fly high, this time to the caged area above the world. Use a grenade egg to blast the gate, and snag Banjo-Kazooie's Mysterious Pink Secret Egg.

Ice Key/Chest

As you enter Jinjo Village from Isle o' Hags, take a right and shimmy over to the small opening. Inside the B-K pak you'll reveal an...Ice Key? To use it, go to Waterfall Canyon in Glitter Gulch with the Talon Torpedo learned. Bash the underwater Kazooie stone. Inside, you'll find a big ol' chest with a huge key shape on it. Use the Ice Key to unlock a massive, rare Glowbo. Take it to Wumpa near the Witchy World entrance, and turn Kazooie into a Dragon! Unlike most Wumpa spells, this

one works in any and every world. Breathe fire and send enemies running. Kazooie also seems to run faster in this form.

Take the Pink and Blue eggs to Heggy by the Wooded Hollow. She will hatch them, and teach you both the Breegull Bash (hitting B twice), and give you the code **Homing**, for homing eggs. This code works in both Banjo games. Hatch the gold egg in her house to play as Jinjos in multiplayer.

If you visit Madame Grunty's fortune-telling tent in Witchyworld enough, she will give you a code which outlines every **Jiggy** in the game. The code is **GETJIGGY**, but you must be given it for it to work in Code Chamber.

CHEATS From Cheato

5 Pages = **FEATHERS** – Doubles the number of gold and red feathers to carry.

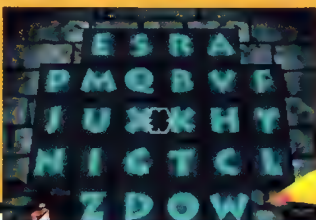
10 Pages = **EGGS** – Doubles the number of eggs able to carry.

15 Pages = **FALLPROOF** – No damage from falling.

20 Pages = **HONEYBACK** – Health regeneration.

25 Pages = **JUKEBOX** – Fixes jukebox in Jolly's.

See Secret Access for more



SECRET ACCESS

PS2 PLAYSTATION 2

SKY ODYSSEY

Once again, here's a PlayStation 2 game without cheat codes. As difficult as it may be to unlock these vehicles, we recommend it. The UFO is awesome!

Auto Gyro Plane – In the Sky Canvas mode, score at least 90 points on every stage.

Corsair – In Adventure mode, score enough Acrobatic points on ten missions. You'll know you completed this task when a circle appears around your grade.

Gold UFO – In Target mode, achieve a Gold rating on every stage.

ME 262 – Simply complete Adventure mode.

Silver UFO – In Adventure mode, complete every stage with a perfect A rating.

Stealth Jet – In Adventure mode, complete every mission within ten minutes.

Trinity Valentine
San Maria, FL

SUPER BUST-A-MOVE

Enter both of these codes at the Push Start Button screen.

Another World – Δ , Right, Left, Δ
Bonus Characters – Δ , Left, Right, Δ

Tony Brass
Tucan, MI



UNREAL TOURNAMENT

Invincibility – During gameplay, pause, then press \square , \square , Left, Right, \square , \square

Max Ammo – During gameplay, pause, then press Left, Right, \square (x3), Right, Left.

Stealth – At the Title Screen, press \square (x2), \square (x2), \square (x2). Now, enter Multiplayer mode and choose Stealth Mutator as your game of choice.

"Gl Droid"
(location unknown – last seen
being a roadie for Ani DiFranco)

NFL GameDay 2001

Bonus Teams – At the Team Selection screen, press \square to unlock the Greats and \square (x2) to reveal the Super Bowl teams.

"Virtual Gap Boy 2002"
Phoenix, AZ

PLAYSTATION

MICRO MANIACS

Enter the Options screen, then access the Secret Options menu. From here, input any of the codes below.

Infinite Power-Ups – Hold Select and press \square , \square , \square , Left, \square , \square (x2), \square , Left, \square , Up, Δ .

Blurred Motion – Hold Select and press Δ , \square , Right, Δ , Up, Right, \square , Up, \square .

Slow Opponents – Hold Select and press Up, Left, Δ , Right, Δ , \square , \square , Up, Δ , Left.

Tanks – Hold Select and press Down, Up, \square , Δ , \square , Right, Δ .

Tough Guy – Hold Select and press \square , \square , R1, \square , Up, \square , Down, Up, Down, \square , \square .

Smart Opponents – Hold Select and press \square , Up, Δ , \square , Left, Δ , \square (x2), \square , Down.

Lee J. Cobb
Hollywood, CA



COLIN MCRAE RALLY 2.0

Enter all of these codes as Player Names. For the codes that deal with gameplay, you'll need to head to the Options menu after inputting them to turn them on. Most of these codes only work in the Time Trial, Single Stage, and Arcade modes. We're not sure what the Cat Pride code does, but if you find out, let us know.

All Cars – onecarefulowner

All Levels – hellocleveland

Big Collisions – rubbertrees

Cat Pride – hello razu and flea

Faster Gameplay – prunejuice

Fireballs – greatballsof

Ford Puma – coolestcar

Huge Wheels – easyroller

Intelligent CPU Opponents – neuralnightmare

Lancer Road Car – offroad

Low Gravity – moonlander

Mini Cooper – jobintaly

Mirrored Tracks – rorrmiscart

No Damage – fridayschild

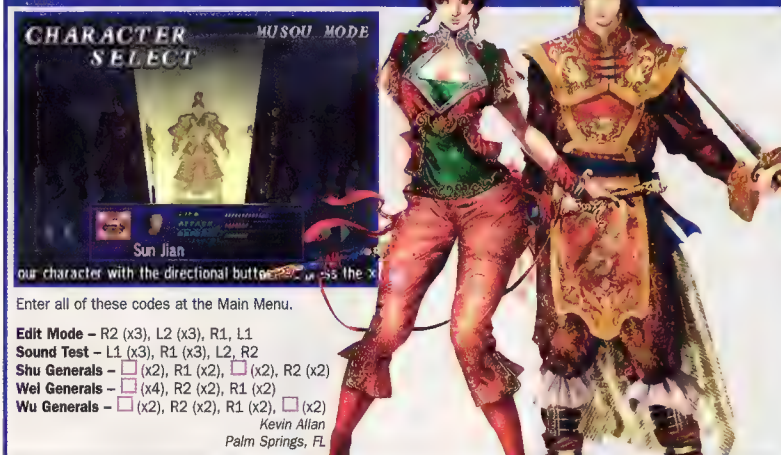
Sierra Cosworth – jimmyscar

Turbo Mode – rocketfuel

Simon Bisley
Worcester, WV

CODE OF THE MONTH

DYNASTY WARRIORS 2



Edit Mode – R2 (x3), L2 (x3), R1, L1

Sound Test – L1 (x3), R1 (x3), L2, R2

Shu Generals – \square (x2), R1 (x2), \square (x2), R2 (x2)

Wei Generals – \square (x4), R2 (x2), R1 (x2)

Wu Generals – \square (x2), R2 (x2), R1 (x2), \square (x2)

Kevin Allan
Palm Springs, FL



LOONEY TUNES RACING

Enter all of these codes at the Main Menu. You'll hear a subtle "boing" sound when the code is entered correctly.

Tracks

Duck Dodgers Speedway – ☐ Left, ☐ (x2), R2, Select
Forest Speedway – R2, Left, L1, Select
Garden Speedway – R1, Right, Left, L1, ☐ Select
Planet X Speedway – R1, ☐ ☐ L2, ☐ Select
Planet Y Speedway – Right, Left, L2, L1, Select
Wacky Land – L1, ☐ R2, Select

Characters

Duck Dodgers – L2, ☐ (x2), ☐ Select
Evil Scientist – ☐ ☐ L2, R2, Select
Foghorn Leghorn – Right (x2), L2, ☐ (x2), Select
Genie – ☐ L1, R1, ☐ Select
Gossamer – ☐ R2, R1, ☐ Select
Granny – ☐ (x2), L1, R1, Select
Hector – L2, L1, ☐ Select
Pepe Le Pew – Left, Right, R1, ☐ ☐ Select
Rocky – Left, R2, ☐ (x2), Select
Sylvester – Left (x2), L1, ☐ Select
Yosemite Sam – Left, Right, R2, ☐ ☐ Select

Reik Metasu
Washington, DC

WCW BACKSTAGE ASSAULT

Enter all of these codes at the Main Menu.

Hidden Grunts – R1, L1, R1, L1, (x2)
Infinite Stamina – R1 (x2), R1 (x2), ☐ Select
Large Female Wrestlers – R1 (x2), (x2), L1 (x2)
Low Gravity – R1, L1 (x3), ☐ Select
Tiny Wrestlers – R1 (x2), L1 (x2), ☐ (x2)
Unbreakable Weapons – L1, R1, L1, R1, ☐ (x2)

"Stinky Palm Pete"
Union City, RI

TOMB RAIDER CHRONICLES

Additional Features – Enter the Inventory screen and highlight the Timex-TMX icon. Hold L1, L2, R1, R2, Down, and ☐ then tap . Now, quit the game and when you return to the Main Menu, a new option with a teaser video of the PlayStation 2 Tomb Raider game will become available.

All Weapons, Infinite Medkits & Ammo – Enter the inventory screen and highlight the Timex-TMX icon. Hold L1, L2, R1, R2, and Up, then press .

All Items – Enter the Inventory screen and highlight the Timex-TMX icon. Hold L1, L2, R1, R2, and Down, then hit .

Susan Lindstrom
AOL, COM

007 RACING

The only way to unlock the cheats in this difficult racer is through gameplay. The future of codes is looking bleak, kiddies!

All Gadgets – On the 00 Agent difficulty, complete the Showdown mission in under 2:00.

All Missions – On the 00 Agent difficulty, complete the Highway Hazard mission without hitting any traffic.

Blue Goggles – On the Agent difficulty, complete the Submerged mission with 100% of your health intact.

Compound (Multiplayer) – On the Agent difficulty, complete the Escape mission.

Crazy Skids – On the Agent difficulty, complete the Escape mission with a 100% score rating.

Double Health – On the 00 Agent difficulty, complete the Break Out mission with 100% of your health.

Double Damage (Multiplayer) – On the Agent difficulty, enter the River Race mission and collect all the All Nitro and TSP-6060 power-ups. You'll also need to complete the stage.

No Radar (Multiplayer) – On the Agent difficulty, complete the Ambush mission with at least 85% of you health.

Pre-Mission Replay – On the Agent difficulty, finish the Pre-Mission in less than 90 seconds.

Purple Explosions – On the 00 Agent difficulty, complete the Download mission with a perfect score.

Red Sea – On the Agent difficulty, enter the Survive the Jungle mission and disable all three tanks. You'll also need to complete the stage.

Rooftops (Multiplayer) – On the 00 Agent difficulty, complete the Download mission.

Slippery Track – On the 00 Agent difficulty, enter the Gimme a Brake mission, and destroy all 11 of the fire hydrants. You'll also need to complete the stage.

"The Asshammer"
Bertol, NV

STAR WARS DEMOLITION

Enter the Options menu, then select Preferences. In this list, hold the L1 and R1 buttons to activate the Password function. Now, enter any of the codes below. Press to confirm the code.

Low Gravity – LO GRAV ON

Slow Motion – LOW MO ON

Busta Rigga
Holland, MI

MOTO RACER: WORLD TOUR

Enter both of these codes at the Main Menu. The screen will flash when the code is activated.

All Tracks & Cars – ☐ (x2), Up (x2), Left

Slow Opponents – Down, Up (x2), Right, R2

Zell Dinwiddie
Webville, COM



DRIVER 2

Invincibility – Choose Rio as your destination of choice, then enter the Free Ride mode. You'll start out by facing the interstate. Turn around and head in the opposite direction. Make a right at the third street, then pass by the lake. At the intersection after the lake, turn left. Dead ahead you'll see a large building with a garage door and a barbed-wire fence on top. From this, head to the gigantic black tower to the right. Get out of your car and press on this building's door to turn on the invincibility cheat. This helpful code will now be selectable in the Options screen.

Rio Secret Car – Choose Rio as your destination of choice, then enter the Free Ride mode. Head to the north and veer onto the road with a hump in it (view the map to see it). When you get to the hump, look to the north for a switch. After pressing it, backtrack to the secret area that opened. You'll find the semi behind the fence.

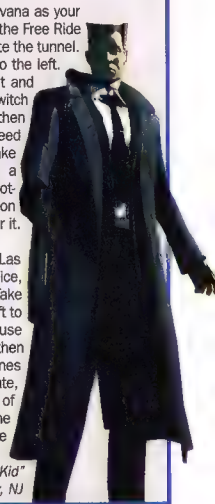
Chicago Secret Car – Choose Chicago as your destination of choice, then enter the Free Ride mode. Head to the north and hop onto Wrigleyville. Go Cubs! To the northwest of the stadium, hop out of your car and head over to the ticket booth. Press on this locale to open a secret area on the southeastern side of the park. Drive to this spot and pass through the gate onto the field. Hop over the ramp, then remove yourself from the car again and proceed up and to the right to the hidden car.

Havana Secret Car – Choose Havana as your destination of choice, then enter the Free Ride mode. Head to the west and locate the tunnel. Don't enter it, but rather, angle to the left.

When you reach a wall, turn right and keep your eyes peeled for a switch next to a clump of trees. Press it then backtrack to an open gate. Proceed inside, then head down then make a right at the end. Now, make a series of left turns to reach the bottom. Follow the tunnel to the car on a platform. Hit the switch to lower it.

Las Vegas Secret Car – Choose Las Vegas as your destination of choice, then enter the Free Ride mode. Take the first right you see, and turn left to get to the Tropicana zone. Simply use your map to locate the S turn, then follow it to a building with four cones set in front. Enter the open gate, then walk to the switch at the end of the building. Now, backtrack to the open gate and you will find the secret car behind the building.

"The Sundance Kid"
Atlantic City, NJ





WWF SMACKDOWN 2: KNOW YOUR ROLE

Demanding that you get more bang for your buck, THQ didn't incorporate any codes into Smackdown 2. To unlock the goods, manual actions are a must!

Billy Gun – During the first year of the Season mode, compete in the King of the Ring event.

Cactus Jack – During the first year of the Season mode, compete in the No Way Out PPV at the end of February. You don't need to win anything.

Debra – At some point during the Season mode, Debra will show up, and boy oh boy, is her entrance exciting. After the week concludes, she will appear on your roster.

Generic Characters – All throughout Season mode, a host of no-name characters will appear and wrestle in one match. The interesting thing is, at the end of the week, all of the unique moves these characters used in their match will open up in the Create-A-Superstar menu. Yoshihiro Tajiri's Tarantula is one of them!

Mean Street Posse – In the midst of the Season mode, the Mean Street Posse will stir up trouble backstage. When their antics come to a close, you'll have the option to play as all three of these dorks.

Mick Foley – At the end of the first year in Season mode, WrestleMania will take place, and Mick will show up. Finish this event and Mr. Mick is yours to keep!

Shawn Michaels – In Season mode, at the impressive Judgement Day PPV, Shawn Michaels will guest referee a match. Since he's too much of a wussy to wrestle any more, we don't see the point as to why THQ included him. But hey, his entrance is cool!

Stone Cold Steve Austin – In Season mode, get to Backlash, and Stone Cold will referee a match. Finish this week and this terrible and highly overrated wrestler will enter your stable.

Phillip Dorkenheimer
Chaska, MN

READY 2 RUMBLE: ROUND 2

Enter all of these codes at the Character Selection screen.

Bloated Boxer – Right (x2), Up, Down, Right, R1 (x2), R2
Dead Boxer – Left, Up, Right, Down, R1 (x2), R2
Gigantic Gloves – Left, Right, Up, Down, R1, R2
Skinny Boxer – Right (x2), Up, Down, Right, R1, R2

"The Vidman"
Uptown, MN



DAVE MIRRA FREESTYLE BMX

All Bikes – In Pro Quest mode, head to the Bike Selection screen and press Up, Left, Up, Down, Up, Right, Left, Right, Y.

All Styles – In Pro Quest mode, head to the Rider Selection screen and press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y.

Slim Jim – In Pro Quest mode, head to the Rider Selection screen and press Down (x2), Left, Right, Up (x2), Y.

All Levels – In Pro Quest mode, head to the Track Selection screen then press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y, Y

Santana Watson
San Diego, CA

SHENMUE

70-Man Battle – After completing Shenmue, don't file it in your library just yet. Head to the Main Menu and enter the Options screen. Here, you'll find the most exciting Shenmue minigame of all – the 70-man battle.

"The Rhino"
Toledo, OH



SONIC SHUFFLE

Versus Mode Characters – To unlock a host of new characters, simply collect all of the pictures of the main cast. Here's whose mug shots you need to get the goods.

Chao – Collect all of Knuckles' photos

Big the Cat – Collect all of Tails' photos

E-102 Gamma – Collect all of Amy's photos

Super Sonic – Collect all of Sonic's photos

Orion Granada
Little Rock, AR

STAR WARS DEMOLITION

Enter the Options menu, then select Preferences. In this list, hold the L and R Buttons to activate the Password function. Now, enter any of the codes below. Press X to confirm the code.

Low Gravity – LO GRAV ON

Slow Motion – LOW MO ON

Busta Rigga
Holland, MI

TONY HAWK'S PRO SKATER 2

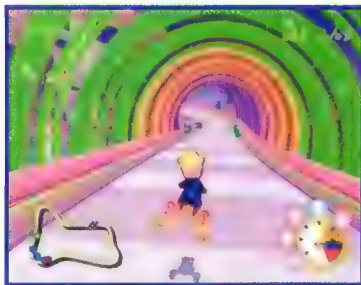
Trixie – Every inch of the Dreamcast game is exactly the same as the PlayStation version, except in one area. As difficult as it may be, completing the Gap Checklist hands out one final reward. In the PlayStation version, this monumental feat freed Private Carrera from her prison. The Dreamcast version has a different female skater locked away. Her name is Trixie, and as her name implies, her tricks are out of this world. The time and effort invested is well worth it!

Ian Malcolm
Brooksdale, WA

STAR WARS: JEDI POWER BATTLES

Jedi Power Battle – Begin a new game, and select two-players. Now, begin the game, then with the first player controller simultaneously press and hold the R Button, X, Y, and B. With this combo held, tap A to turn on the Jedi Battle mode. You'll know you entered the code correctly, when a message flashes onto screen.

Darth Martin
Horash, NM



LOONEY TUNES SPACE RACE

To enter these codes, access the Cheats menu located within the Options screen. When entered correctly, Yosemite Sam will yell in approval.

ACME Alternate Track – MAROON

All ACME Events – 3LUBOPS

All Challenges – MOIDALIZE

All Gallery Items – MICHIGANJ

Galactorama Track – YOIKS

Galactorama Alternate Track – DODGPARRY

Mars Alternate Track – SCWEWBALL

Marvin – REDWAGON

Mirror Mode – SAMRALPH

Nebula Track – MRFUZZY

No Gags – SUCCOTASH

Off-World City Track – DURNIDGIT

Off-World City Alternate Track – PALOOKA

Porky Pig – YAVARMINT

Wild West Track – HOGGRAVY

Unlimited Turbo – DUCKAMUCK

"Liola, The Goth Gamer"
Pineville, PA

WWF NO MERCY

Here's a complete listing of all the hidden wrestlers in No Mercy. Most of these heavily oiled, balding losers take great lengths to unlock.

Andre the Giant – Defeat 101 opponents in Survival mode. Alternatively, complete Chapter 10-8 of the WWF path.

Cactus Jack – Defeat 51 opponents in Survival mode. Alternatively, complete Chapter 9-7 of the Hardcore path.

Debra – At the Character Selection screen, highlight Terri and press Left C or Right C.

Earl Hebner – Complete Chapter 10-4 of the WWF path.

Fabulous Moolah – At the Character Selection screen, highlight Mae Young and press Left C or Right C.

Funaki – At the Character Selection screen, highlight Tanaka and press Left C or Right C.

Howard Finkel – Unlock Earl Hebner, then head to the Character Selection screen and highlight him. Now, simply press Right C.

Gerald Brisco – At the Character Selection screen, highlight Jerry Lawler and press Right C (x2).

Goodfather – At the Character Selection screen, highlight Godfather and press Left C or Right C.

Jacqueline – At the Character Selection screen, highlight Ivory and press Left C or Right C.

Jerry Lawler – Defeat 21 opponents in Survival mode. Press Right C to play as The King.

Jim Ross – Highlight Jerry Lawler, then press Right C.

Ken Shamrock – Defeat 61 opponents in Survival mode.

Mae Young – Defeat 41 opponents in Survival mode.

Michael Cole – Unlock Earl Hebner, then head to the Character Selection screen and highlight him. Now, simply press Right C (x3).

Mick Foley – Defeat 71 opponents in Survival mode. Alternatively, complete Chapter 10-1 of the WWF path.

Pat Patterson – Highlight Jerry Lawler, then press Right C (x3).

Paul Bearer – Unlock Earl Hebner, then head to the Character Selection screen and highlight him. Now, simply press Right C (x2).

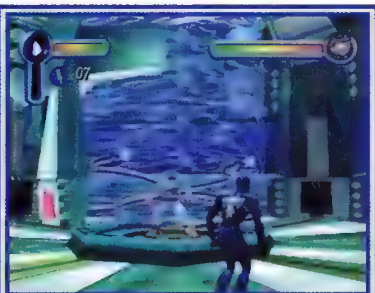
Linda McMahon – Complete Chapter 10-2 of the WWF path.

Shane McMahon – Defeat 31 opponents in Survival mode. Alternatively, complete Chapter 9-4 of the Intercontinental path.

Shawn Michaels – Defeat 91 opponents in Survival mode. Alternatively, complete Chapter 10-9 of the WWF path.

Vince McMahon – Defeat 81 opponents in Survival mode. Alternatively, complete Chapter 10-3 of the WWF path.

Dwayne Johnson
Sellout City, IL



SPIDER-MAN

Enter all of these codes at the Cheats entry screen within the Special menu. This game really isn't too terribly difficult, but we know most of you suck at games, so we've provided the goods you need to actually complete it.

Unlock Everything – TRUBLEVR
All Comics – CLTHMALL
All Game Covers – COV VEIW
All Slides – SMESTORY
All Sounds – LISTEN
Character Viewer – WHOSINTGM
Full Health – HELP ME
Infinite Webbing – STICKYSTUF
Invincibility – TURTLE
Level Select – LVLSKIPPER
Ben Reilly Costume – DA CLONE
Captain Universe Costume – POWCOSMIC
Quick Change Costume – GTATNKFT
Peter Parker Costume – MISTERMJ
Scarlet Spider Costume – SPID INRED
Spider-Man 2099 Costume – SPTWOKNN
Symbiote Spidey Costume – SYMBSPID
Unlimited Spidey Costume – LIMITED ED

Cate Johnson
Peace Village, WY

OGRE BATTLE 64: PERSON OF LORDLY CALIBER

Music Menu – Here's a flashback cheat to the original Ogre Battle. Begin a new game and enter your name as "MUSIC_ON" (with the underscore). Immediately after accepting this name, the game will prompt you to enter the BMG test. Granted, the Nintendo 64 sound capabilities aren't the best in the world, but hey, a cheat code is a cheat code, and this is the only one available.

"Silly Sammy"
Sarasota, FL

READY 2 RUMBLE: ROUND 2

Enter all of these codes at the Character Selection screen.

Chubby Boxer – Right (x2), Up, Down, Right, R Button (x2), L Button
Dead Boxer – Left, Up, Right, Down, R Button (x2), L Button
Gigantic Gloves – Left, Right, Up, Down, R Button, L Button
Skinny Boxer – Right (x2), Up, Down, Right, R Button, L Button

"The Vidman"
Uptown, MN

WCW BACKSTAGE ASSAULT

Enter all of these codes at the Main Menu.

Infinite Stamina – R Button (x2), B, R Button (x2), B
Unbreakable Weapons – L Button, R Button, L Button, R Button, Left C (x2)
Large Female Wrestlers – R Button (x2), B (x2), L Button (x2)
Tiny Wrestlers – R Button (x2), L Button (x2), Left C, Right C
Hidden Grunts – R Button, L Button, R Button, L Button, B (x2)

Tom Jones
Las Vegas, NV

BANJO-TOOIE

All of these cheats are entered in the Mayhem Temple Code Chamber. Before entering the code below you must first spell CHEATO. If you already have these desired cheats unlocked, you won't be able to enter them again.

Level Select – JIGGYWIGGYSPECIAL
Infinite Eggs & Feathers – NESTKING
Faster Movement – SUPERBANJO
Faster Enemies – SUPERBADDY
All Cinematics – PLAYITAGAINSON
Character Parade – JIGGYSCASTLIST
Double Feathers – SREHTAF
Double Eggs – SGGE
Immunity to Falling – FOORPLLAFF
Homing Eggs – GNMOMH
Jiggy Location – YGGJTEG
Jukebox – X0BEKUJ
Refill Energy – KCABENOH



"The Kramer Gamer"
White Fish, MT

ALL ACCESS

Not finding the codes you need?
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Do you keep running out of lives?
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ZEUS: MASTER OF OLYMPUS

During gameplay, simultaneously press [Control], [Alt], and C. Now, enter the desired code.

1000 Drachmae – Delian Treasury
Cheese Gear – Cheese Puff
Cow Launching – Bowvine and Arrows
Death Sounds – SoundFrag
Fireball – Fireballs from Heaven
Win Scenario – Ambrosia

Thomas Henderson
 DeFrost, AK

STAR TREK: DEEP SPACE NINE

During gameplay, press [Tab] to bring up the console window. Before you can enter any of these codes, several prefixes must be entered first. The first segment of the code is "set plyr.ds9_". The second segment is based on your character (i.e. Sisko, Worf, or Kira). The third part, which is only used when a character is wearing a suit, is "eva". So in summary, if you're entering the Increase Jump Height code for Worf, you would enter "plyr.ds9_worf jumpz 1000".

Infinite Health – health 9999
More Speed – groundspeed 800
Increase Jump Height – jumpz 1000

Herman Moore
 Hershfield, NJ

HITMAN: CODENAME 47

To accomplish this method of cheating you'll need to use a text editor, so create a backup copy before you hack and slash. With the text editor, edit the "hitman.ini" file within the Hitman folder. Add the line "enableconsole 1" to the "enable console" section. Now, begin a game and press ~ to bring up the console menu. At this point, any of the codes below may be entered.

All Items – giveall
God Mode – god 1
Infinite Ammo – infammo
Invisibility – invisible 1

Nate Reiland
 Winnemaha, KY

GUNMAN CHRONICLES

Begin the game using then "dev-console-game rewolf" command line parameter. During gameplay, press ~ to display the console window. You'll now have access to freely enter any of the cheats below.

All Weapons & Ammo – /impulse 101
God Mode – /god
Level Select – /map [map name]
No clipping – /noclip

"Scarecrow"
 Burnt Hills, NY

ESCAPE FROM MONKEY ISLAND

Hidden Sequence – After you beat the game, watch all of the credits, then wait a few minutes for a hilarious episode sequences to commence. Also, during the main quest, keep your eyes peeled for the X-Wing and Grim Fandango. Both of these Lucas creations are hidden within.

"Mr. Monday Night"
 Fargo, ND



AMERICAN MCGEE'S ALICE

To enter these codes, head into the Game Options menu and activate the console function. Now, begin a game and press ~ to activate the console window.

All Weapons & Ammo – give all
Blind Enemies – notarget
Give Health – health # (0-999)
God Mode – god
No Clipping – noclip
Level Select –
 centipede2
 centipede2
 facade
 fortress1
 fortress2
 funhouse
 garden1
 garden2
 garden3
 garden4
 grounds1
 grounds2
 gvilleage
 hedge1
 hedge2
 hedge3
 jlair1
 jlair2
 keep
 pandemonium
 potears1
 potears2
 potears3
 qlair
 rchess
 skool1
 skool2
 tower1
 tower2
 tower3
 utemple
 wchess1
 wchess2
 wforest

Gillian Walker
 Austin, TX

MIDTOWN MADNESS 2

During gameplay, press Y to display the console window. Now, enter any of codes below.

All Cars – midtowncars
No Damage – damagefree

Irene Ireland
 Molasses Creek, IA



SEA DOGS

During gameplay, simultaneously press [Control] and Z to bring up the console window. From here, fire away with the cheats below.

Full Repairs – have life
Extra EXP – expu mine
Free Camera Movement – now i flying (press [Control] + F)
Free Cash – deneg day
No Cannon Damage – make screen shots
Powerful Cannon Damage – get me magic
Teleport To Camera Location – teleport (press [Control] + L)

Logan Myers
 Chicago, IL

DOWNLOAD OF THE MONTH

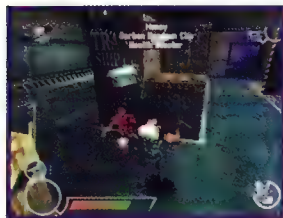


Game: Quake III Arena
Download: Titanium brings mecha to Quake III
Site: <http://titanium.reactive-software.com/downloads.aspx?category=1>

We couldn't resist a Quake III mod that brings this popular fragfest to a new level by upping the ante with mecha-styled suits of powered armor. Unlike the standard shooter, numerous weapon types and boosters for flight are linked to a power plant in your armor that replenishes over time. Of course, you could just go out and buy Heavy Gear 2, but this one's free and it uses the Quake III engine. The weapons, particularly the MiRV styled missiles are great. A very cool mod indeed. As always, use this mod with caution.

GAME SHARK

PLAYSTATION



POWER SPIKE PRO BEACH VOLLEYBALL

All Courts –
30097bbb 00ff



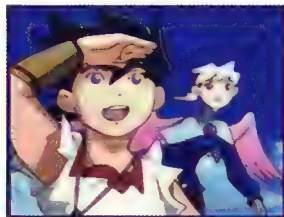
EVIL DEAD: HAIL TO THE KING

Infinite Health –
80076c14 0064

Infinite Chainsaw Gas –
80077870 0064

Inventory Chest Access –
801310a4 0001
801311cc 0001

Save Anywhere –
80131244 0001
8013124c 0001



BREATH OF FIRE IV

All Accessories –
50007502 0001
3011b398 6301

All Armor –
50007502 0001
8011b198 6301

All Items –
50007502 0001
8011ad98 6301

All Weapons –
50007502 0001
8011af98 6301

Infinite Zenny –
8011ad80 e0ff
8011ad82 05f5

Stop Timer –
8011ad90 0000
8011ad92 0000
8011ad94 0000

WWF SMACKDOWN 2: KNOW YOUR ROLE

All Wrestlers –
80093878 ffff
8009387e ffff

All Match Options –
80093886 ffff

All Entrance Music –
80093d28 ffff
80093d2c ffff

Infinite Ability Points –
d00eb21a ac82
800eb21a 2400
d00eb2da ac82
800eb2da 2400
d00eb39a ac82
800eb39a 2400
d00eb82 ae50
800eb82 2400

Infinite Specials –
d00ba4a8 0101
800ba5a0 0005
d00c68a8 0101
800c69a0 0005
d00d2ca8 0101
800d2da0 0005
d00df0a8 0101
800df1a0 0005

Max Special –
d008525a feff
800ba5a0 0005 (hit L2)

Max Special Player 2 –
d008525a ffff
800c69a00005 (hit L1)

Max Special Player 3 –
d008525a ffff
800d2da0 0005 (hit R2)

Max Special Player 4 –
d008525a f7ff
800df1a0 0005 (hit R1)



MAX STEEL

Infinite Health –
e3e7050300000008
Infinite N-Tech Energy –
3c0139d000000078
Infinite Shield –
dd089e480000003e

GRANDIA II

Infinite Gold –
e1f7e62c0098967f
Infinite Magic Coins –
78352dba0001869f

Infinite Special Coins –
21679df0001869f

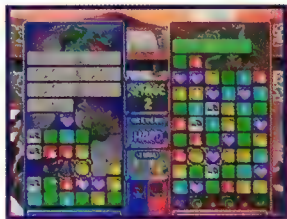
Level Gain (Ryudo) –
af8b6f26000000ff

Max Hit Points (Ryudo) –
ff796831270f270f

Max Magic Points (Ryudo) –
2cc79df203e703e7

Max Special Points (Ryudo) –
75952db503e703e7

NINTENDO 64



POKÉMON PUZZLE LEAGUE

These codes require a GameShark 3.0 or higher.

Enable Code (Must Be On) –
f10a1ae2 0120

Level Modifier –
801a1597 00??

Score Modifier –
811a151e ????

Speed Modifier –
801a1553 00??

BLADE

99 Serum & Med Kits –
d00db89a ffff
800c38f6 0063
d00db89a ffff
800c38f8 0063
d00db89a ffff
800c38fa 0063
d00db89a ffff
800c38fc 0063
d00db89a ffff
800c38fe 0063
d00db89a ffff
800c3900 0063 (press L1)

All Cheats Active –
d00bb770 0478
800bb770 0e7a

All Glyphs –
d00db89a ffff
800b7010 ffff (press Select)

All Keys –
d00db89a ffff
800c3908 00ff (press Select)

All Key Items –
d00bb770 0478
800bb770 0c78

Infinite Health –
d00bb770 0478
800bb770 0678

Infinite Weapons –
d00bb770 0478
800bb770 047a

Pause Cheat Menu –
800bb772 7000

HBO BOXING

Infinite Promoter Points –
d009cb00 0001
8009cb00 00ff

Infinite Health –
8008d962 03e7

Infinite Health Player 2 –
8008d96b 03e7

INCREDIBLE CRISIS

All Minigames –
50001804 0000
801e35ec 0000

THE MUMMY

Infinite Health –
800c3e84 2400

Infinite Ammo –
8005d3ac 2400

DREAMCAST

WHO WANTS TO BEAT UP A MILLIONAIRE

Infinite Life Boats –
db88be6a00000001
3a8119f200000001
679b56f400000001

Easy Beatings –
4bd2227c00000000

CLASSIC GI

THE LASER DAZE OF THE '80S



Rick Dyer and Don Bluth, creators of *Dragon's Lair* and *Space Ace*



An early promotional flyer for *Dragon's Lair*

1983 was a disastrous year for those in the home video game industry, and it wasn't shaping up to be a stellar one for arcades either. In the years previous, games had boasted earnings three times that of Hollywood, but during this year, business dropped off by nearly half. Many arcades ended up closing, but owners that managed to hang on were confident that all it would take to make the quarters come rolling back in was some innovative new games. They soon got their wish in the form of a short-lived arcade fad – the laserdisc game.

Four years in the making, *Dragon's Lair* was the result of two talented minds in two different fields coming together. Rick Dyer, a practically self-trained engineer who had a hand in developing both the Intellivision and ColecoVision, dreamed of creating a vast, interactive fantasy world in the vein of J.R.R. Tolkien's *Lord of the Rings* books. When laserdisc technology became available, Dyer felt the time was right to make his dream a reality. Seeking out a person to make his world come to life, Dyer met Don Bluth, a former Disney animator whose *The Secret of NIMH* had recently released to critical acclaim, but was crushed at the box office by *E.T.* With no financial backing for future projects, Bluth more than happily agreed to do animation for Dyer for a one-third share of the venture's profits.

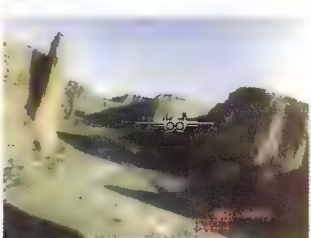
Heavily scaling back his huge world vision, both to make something more immediately accessible to the arcade audience and to beat Sega to the "first laserdisc game" punch, *Dragon's Lair* was still an incredibly expensive game to produce. To cover costs, the cabinets were sold to operators for \$4,000, twice the going rate for games of the day. It even cost players twice as much to play – a whopping 50 cents for three lives. Despite these counts against it, *Dragon's Lair* was a huge success. Large crowds would gather just to watch the machine in action, prompting many arcade owners to mount monitors atop the cabinet for the viewing pleasure of the audience. Over \$40 million worth of units were sold, and *Dragon's Lair* spawned more merchandising (lunch boxes, board games, cartoons, etc.) than any game since *Pac-Man*. With so much money being pulled in, laserdisc games were seen as the next big thing and a boom quickly began.



Cliff Hanger



Goal To Go



M.A.C.H. 3



Badlands

Newcomers to the laserdisc arcade scene weren't as willing to shell out money for original animation, however. Most of the games that came out in the next year simply added gameplay elements to animated features from Japan. Culture clash was imminent in bringing these games to the States, and Cliff Hanger was ill-received by the American public. Using animation from the *Lupin III* cartoon series, the game featured some very graphically violent

scenes, the most notorious of which was the death sequence showing the main character being hung from the gallows. At the demand of incensed parent groups, a switch was soon added that allowed for this scene to be skipped.

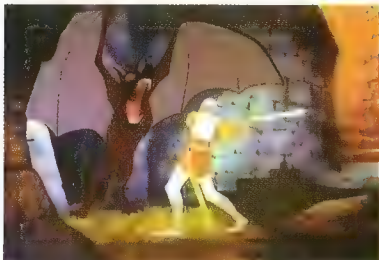
It wasn't long before laserdisc technology was used for things other than interactive movies. Many manufacturers made shooters that transposed standard graphics layered atop animated and real-life footage used for backgrounds and cutscenes. The game that put a fire under Dyer's behind, Sega's *Astron Belt*, was of this variety, but the most popular of its type in America was M.A.C.H. 3, which allowed players to choose between fighter and bomber missions.

In spite of laserdisc games' strong start, it didn't take long for the writing to appear on the wall of doom. *Space Ace*, Bluth and Dyer's follow-up to *Dragon's Lair*, was released just four months after its predecessor. It had an increased animation budget, more gameplay options, and fewer annoying blackouts between scenes, yet failed to garner even a third as many sales as *Dragon's Lair*. The novelty was wearing off fast. Worse, the early-model laserdisc players being used in the cabinets were very sensitive and not fit for the arcade environment. All it took was one frustrated kick to the coin box to place such units on the repair list.

Hoping that defrayed costs would help boost flagging sales, many companies began offering conversion kits where a simple disc swap and board change would create an entirely new game without making the purchase of a new (and expensive) laserdisc player necessary. The most interesting of these was *Thayer's Quest*, the closest thing to a



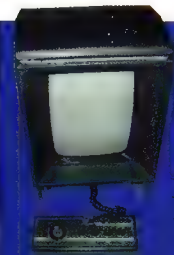
In 1985 Rick Dyer's company, RDI, released a home laserdisc system, Halcyon. The asking price was over \$2,000, and only two games were available for it. In case you couldn't guess, it was a huge failure.



Dragon's Lair



Space Ace



THIS MONTH IN GAMING HISTORY

Despite cutting the console's original \$200 price tag in half, Milton Bradley had no luck moving units, and in February 1984, after realizing the Vectrex had lost the company \$18.7 million, it discontinued distribution of the unit.

In 1982, Milton Bradley purchased GCE, and with this acquisition came the rights to the home console GCE had in the works — the Vectrex. Unique due to its attached monitor, the Vectrex stands as the only home system able to display true vector graphics. Unfortunately, Milton Bradley could never obtain the rights to popular vector games of the day, and owners of its system had to settle for knock-off versions.

INSTRUCTIONS

1. INSERT disc into the disc tray. Make sure the disc is facing the correct way.
2. Press the START button.
3. TYPE your name into the name box. Press the ENTER key.
4. PRESS the YES or NO key to answer questions.
5. PRESS NUMBER KEYS to move through the game.
6. PRESS PICTURE KEYS to select a picture.
7. GET IT! Move the picture to the correct position.
8. USE ITEMS to solve the puzzles.
9. PRESS DROP KEY to drop the item.

HINTS

1. Look for the "HINT" button. Press it to get a hint.
2. Look for the "ITEM" button. Press it to get an item.
3. Look for the "PICTURE" button. Press it to get a picture.
4. Look for the "YES/NO" button. Press it to answer questions.
5. Look for the "NUMBER" button. Press it to move through the game.
6. Look for the "DROP" button. Press it to drop the item.



Thayer's Quest was deemed so complicated, arcade operators made instruction manuals available to players

Despite these many attempts at innovation, the public's fascination with laserdisc games was nonexistent by the end of 1984. Games such as *Goal To Go*, *Badlands*, and *Us Vs.* Them saw only limited release. Even Don Bluth found himself without financial backup for *Dragon's Lair II* with 80% of the work complete. The game would eventually be released in 1992 during a brief laserdisc revival, but that period is another story entirely.

CLASSIC G1

GREATEST GAME OF ALL TIME

By Angelo Mike



Every month one of *Game Informer's* readers picks his personal choice for Greatest Game Of All Time.

STREETS OF RAGE 3

■ FORMAT SEGA GENESIS

■ PUBLISHER SEGA OF AMERICA



My personal pick for best classic game (and I guess it's also my choice for the best multiplayer game ever) is *Streets of Rage 3* for Sega Genesis. Why *Streets of Rage 3*, you ask? This game had my brothers, my friends, and myself completely addicted. For about three and a half months we would beat that game a few times every day (which, by the way, shot my score on the Nerdometer through the roof).

Great graphics, sound, level design, and gameplay make this the greatest game of all time. Throw some *Foo Fighters*, *Rage Against the Machine*, and *Marilyn Manson* in the CD player, find someone to hit the streets with, and this game is absolutely irresistible. The fighting aspect of the game wasn't too innovative, but the controls were incredibly easy to get a handle on, and the combo and point system pressured the player to go as long as they could without dying.



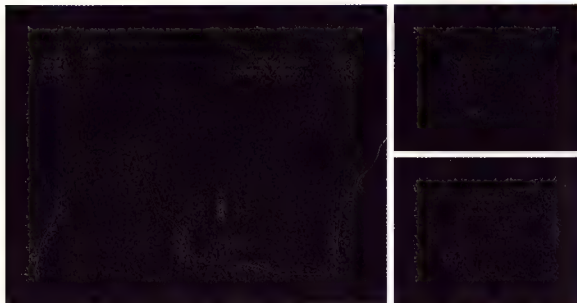
Unlocking that crazy boxing kangaroo was pretty cool, too. Throw in great weapons and bosses, and what more do you need? You're damn right that's all you need!

ARCADE

LUNAR LANDER



RETRO
RATING
7



With an extremely simple premise of landing a lunar module on the surface of the moon, Lunar Lander was the first Atari game to use vector graphics. While the concept may not be noteworthy in itself, Lunar Lander paved the way for successful Atari vector-based games such as the infamous Asteroids. The most interesting part of this game was the arcade unit's control. To activate the lunar module's thrust, players gunned a sturdy throttle mechanism. The throttle in itself made the arcade unit unique enough to get players to pump in quarters, just to imagine themselves as a virtual Neil Armstrong. Dropping in a quarter awards players with units of fuel. The more coinage, the more fuel added, and thus more playtime. The field of play is set up as a mountainous landscape with assorted landing areas that offer various point awards. Lunar Lander isn't exactly a game that you want to play over and over, but its place in history is solidly fixed.

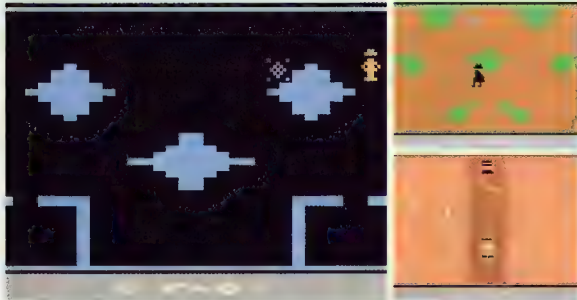
■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ATARI ■ **DEVELOPER** ATARI
■ **YEAR RELEASED** 1979

ATARI 2600

RAIDERS OF THE LOST ARK



RETRO
RATING
8



Ahh...Indiana Jones. The phenomenal action hero from Spielberg's classic film made his video game debut in an equally classic video game. Releasing about a year after the film hit the big screen, this 2600 cart re-enacted Indy's search for the Ark of the Covenant. By 2600 standards, Raiders was pretty advanced. Offering a large array of items to gather and use, the game actually requires you to use both joysticks: one to control inventory and the other to control Indy. Through the adventure, you are met with a ton of pitfalls and traps that demand use of specific items such as a parachute, grenade, or Indy's trusty whip. Like many 2600 adventures, the game is somewhat based on trial and error. There are a ton of instances where you just have to try things over and over again. In hindsight, making any progress toward the goal was pretty ludicrous, but as we recall, we didn't really care – it was Indy for God's sake.

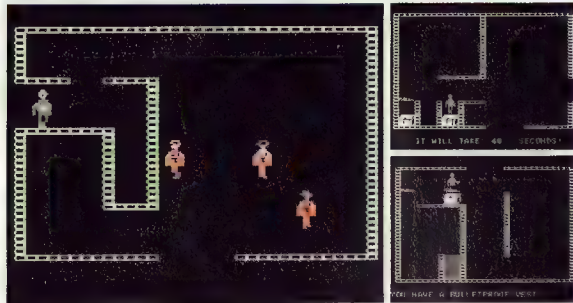
■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** ATARI ■ **DEVELOPER** ATARI
■ **YEAR RELEASED** 1982

APPLE II

CASTLE WOLFENSTEIN



RETRO
RATING
9.25



The Wolfenstein name has been synonymous with video games for many years and it all began with this legendary masterpiece on the Apple II. A true testament of this series' longevity is an upcoming title, Return to Castle Wolfenstein, that id Software is planning to release this spring – nearly 20 years after the original's debut. The original game is set in a Nazi prison and you are a POW with hopes of escape. You begin the adventure with a pistol, and must navigate the prison labyrinth and avoid the hordes of Nazi guards. Along the way, you'll have to dispose of certain guards and search their corpses for more ammo and keys to unlock doors. There are also chests filled with booty such as grenades, bulletproof vests, and even German uniforms – the ultimate in stealth! The audio is as memorable as the gameplay. Guards bark out commands, and the SS strike fear into you as they storm in unexpectedly. There is no doubt that this game helped shape the video game industry.

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** MUSE SOFTWARE ■ **DEVELOPER** SILAS WARNER ■ **YEAR RELEASED** 1981

APPLE II

AZTEC



RETRO
RATING
9



While looking at Indiana Jones on the 2600, a relic from the days of the Apple II computer popped into our brain. The reason is apparent as soon as you lay eyes on the game's main character – a fedora-wearing adventurer. Certainly inspired by the quest of the popular film character, this game's adventure puts you in search of a precious jade idol. The idol has been hidden deep with an Aztec ruin and there are plenty of obstacles that you will come across, as well as a host of snakes, spiders, alligators, and dinosaurs. The great thing about Aztec is there is always a certain tension to the gameplay. Enemies will follow you room to room, or you'll become locked in an area as water slowly rises to the top. Luckily, you have access to dynamite and can place it next to walls to blow them open and access other areas. The animation and control are excellent in this game. Years later, it is still enjoyable to play. This is one of the best games the Apple II computer had to offer.

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** DATAMOST ■ **DEVELOPER** PAUL STEPHENSON ■ **YEAR RELEASED** 1982

SEGA CD

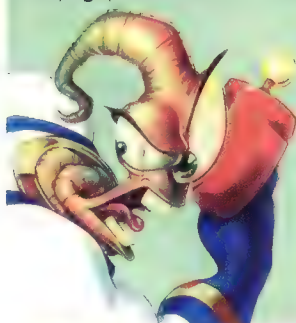
EARTHWORM JIM SPECIAL EDITION

Mega-Codes – To access the codes below simply pause the game and enter the code you would like.

Afro Jim – B, A, A, A, A, A, B, C
Donkey Worm Kong – Down + C, B, A, A, A, B, C, B, A, A, A, A, B, C
Configure – A + B, C, C, A, A, B, B, B + C
Map – A + B, C, C, C, A, B, B, B
Finish – B, B, A, C, A + B, A + B, A + B, A + B
Invincible – A + B, A + B, C, A, Right, Right, Left, Right
Groucho Marx – A, A, A, A, A, B, C
Antennae – B, C, A, A, A, B, C
Life – A + Up, B, A, C, A, A, C, B
Ronald McJim – C, A, A, A, A, B, C
Energy Refill – A + C, B, B, C, C, C, A, B

LEVEL WARPS

What the Heck? – A, Right, A, C, C, Left, Right, A



ATARI 2600

RAIDERS OF THE LOST ARK

See Yar (of Yars' Revenge Fame) – In the Mesa Field, use the grappling hook to get yourself to the center mesa. Fall off the edge and drop the Chai as you're falling. You'll see the Yar at the top of the screen.

BUMP 'N' JUMP

Free Continues – When you lose all your cars, quickly press Select to resume the game from where you left off.

Big Bonus – To get a free car and 50,000 bonus points, don't destroy any cars on a stage.

Snowman – Right, Right, Right, A, C, Left, Right, B
Evil the Cat – Up, Down, Right, C, C, Left, Right, B
Down the Tubes – Up, Down, Left, Left, Up, Up, Up, Down
Tube Race – Up, Up, Left, Left, Down, Left, Up, C
Snot a Problem – C, B, C, Right, Right, Left, A, B
Snot a Problem 2 – Up, B, C, Down, Down, Down, A, C
Snot a Problem 3 – A, A, Up, C, Up, Up, Down, C, A
Lab – A, B, B, Down, Right, Right, Left, Right
Chicken Plummets – A, B, C, Up, Down, Down, Down, Right
Naked and Lovin' It – C, A, C, Left, Right, Up, Down, Right
For Pete's Sake – A, B, C, A, B, A, Down, Right
Andy Asteroids – A, Left, A, C, C, C, B, B
Andy Asteroids 2 – C, Down, A, A, Down, B, B, Down
Andy Asteroids 3 – A, Down, Left, A, C, C, A, B
Andy Asteroids 4 – A, Down, A, A, C, C, A, B
Andy Asteroids 5 – A, Left, A, C, C, Down, Up, A
Andy Asteroids 6 – A, Right, A, A, Right, B, Up, A
Who Turned Out the Lights – A + C, B, Up, Left, Right, Right, Left, Left
Who Turned Out the Lights 2 – A, B, Up, B, Left, Right, C, Up
Who Turned Out the Lights 3 – A, B, C, Up, Left, A, Right, Right
Who Turned Out the Lights 4 – A, C, Up, Left, C, Right, Left, B
Queen of Butteville – A, C, Left, Right, B, Left, Left, Down

MISSILE COMMAND

Programmer's Initials – First, select game 13 and waste all your missiles without scoring any points. The remains of the city of the far right will change to "RF" – the programmer, Rob Fulop.

32X

COSMIC CARNAGE

Three Human Players – Before you turn on the game, hold X, B, Z. Now turn it on and hit **Start**. The Cosmic Carnage logo will change to Cyber Brawl and the new players will be added.

SPIDER-MAN: WEB OF FIRE

Debug Menu – At the Sega logo (with Spidey standing on it) press **Up, Right, Left, A, Z, Y**. Start a game and press the following button for the code you desire.

Debug Menu – Press X

See Coordinates – Press Y

Max Out – Press Z



SNES

KID KLOWN IN CRAZY CHASE

Level Select – At the Title screen, take both controllers and hold down the **Left** and **Right** buttons. Then, pick which level you want and hit the appropriate buttons for that level. This might be a two-person process.

Level 2 – Hit A on both controllers

Level 3 – Hit B on both controllers

Level 4 – Hit X on both controllers

Level 5 – Hit Y on both controllers

NBA GIVE-N-GO

Increased Shooting Accuracy – At the Title screen press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. There should be a noise signal. Now go to the Options screen and select **Difficulty/Rules**. There should be an "S" next to Level. This will make shooting accuracy go up.

SINK OR SWIM

Stage Passwords – Enter all of these at the Password screen.

Stage 20 – **WARSAW**

Stage 25 – **BANANA**

Stage 30 – **OYSTER**

Stage 35 – **TENNIS**

Stage 40 – **ISLAND**

Stage 45 – **CRATER**

Stage 50 – **DENNIS**

Stage 55 – **PADDLE**

Stage 60 – **FATMAN**

Stage 65 – **SUMMER**

Stage 70 – **CLOUDS**

Stage 75 – **KEBABS**

Stage 80 – **LIZARD**

Stage 85 – **SILVER**

Stage 90 – **BRIDGE**

Stage 95 – **RECORD**

STAR TREK: THE NEXT GENERATION

Level Select – Wait for the Star Trek logo to appear, then enter this code: **Y, Y, X, X, A, A, B, B**. When the game begins, press the **Start** button to pause the game, then press the **Y** Button to access the level select.



DRAGON'S LAIR

LEGEND:

U = Up

L = Left

S = Sword

D = Down

R = Right

This originator and percolator of the laserdisc video game craze hit the scene back in 1983, and quickly became a classic. To this day Dragon's Lair still appears from time to time in some form or another, so this guide will be good for years to come.

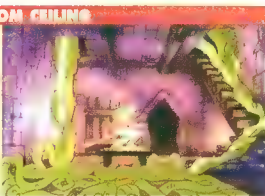
It is important to note that some versions of the game are missing various parts or don't accept the alternate choices, and you will have to change your play accordingly (but since it's all based on the big daddy arcade version, it shouldn't be too terribly different).

Some moves in the sequence of a scene require timing to complete, others can just be entered until you hear the ding, allowing you to move on to the next input. Some versions of the game accept multiple inputs as correct (this will be presented as the second choice in the sequence with the more accepted motion placed first). Trial and error is sometimes the only solution until you master the scene.

TENTACLES FROM CEILING

Sequence: **S, U, R, D** or **R, L, U** or **R**

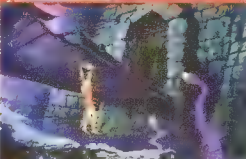
Timing: The second from last input (L) must be timed with the flashing bench.



DRAWBRIDGE

Sequence: **S**

Timing: None



END OF CORRIDOR

Sequence: **R, R**

Timing: None



SNAKE ROOM

Sequence: **S, S, S, U**

Timing: None



HAUNTED HALLWAY

Sequence: **U, S, U, S, L, S**

Timing: None

(REVERSE)

Sequence: **U, S, U, S, R, S**

Timing: None



CLOSING WALL

Sequence: **U**

Timing: None



DRINK ME

Sequence: **R**

Timing: None



BUBBLING OOZE IN KETTLE

Sequence: **U, S, D, S, R**

Timing: None



FALLING PLATFORM

Sequence: **L** or **R**

Timing: This sequence can come at you two ways: with the first set of three on the right or left. Followed by a set in the opposite direction, then a final set that match the original. As the falling platform and the walkway line up, press the appropriate direction.



WIND ROOM

Sequence: **R**

Timing: None



SLIDING STAIRS

Sequence: **L, S, L, L**

Timing: None



THE BOONS

Sequence: **S, R, S, U** or **L**

Timing: None



SWINGING ROPES OF FIRE

Sequence: **R, R, R, R**

Timing: Press the direction as the rope approaches Dirk.

(REVERSE)

Sequence: **L, L, L, L**

Timing: Press the direction as the rope approaches Dirk.



GIANT SPINNING BATONS

Sequence: **U, S, D, U**

Timing: The first input must be timed when the batons cross the center line at the same time (there are three chances).



LARGE WOODEN PLATFORMS

Sequence: **U, U** or **L, S, R, R**

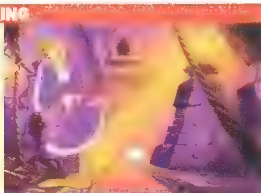
Timing: None



THE LIZARD KING

Sequence: **L** or **U, R, R, R, R, U** or **S, S, S, S, S**

Timing: For the first six moves, input them when Dirk stops running.





Sequence: S, L, U or L, S, L
Timing: None



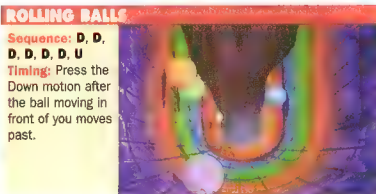
Sequence: D, U, L
Timing: Timing is required on the second move. Press Up the moment the fire in front recedes.



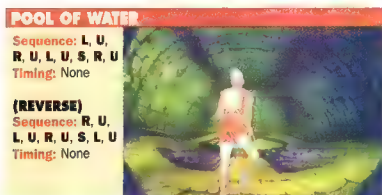
Sequence: R, U or R, R, R
Timing: None



Sequence: U, L, L, R
Timing: No split decisions are needed here, but some versions of the game don't require the first input, so be careful.



Sequence: D, D, D, D, D, U
Timing: Press the Down motion after the ball moving in front of you moves past.



Sequence: L, U, R, U, L, U, S, R, U
Timing: None
(REVERSE)
Sequence: R, U, L, U, R, U, S, L, U
Timing: None



Sequence: R, L, R, L, L, L
Timing: None
(REVERSE)
Sequence: L, R, L, R, R, R
Timing: None



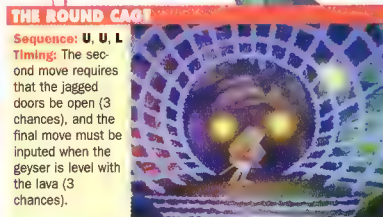
Sequence: R, U, D, L
Timing: The second move must be input as the lightning strikes.



Sequence: S, U, U, U or R, U, U, U, U or R, U
Timing: None



Sequence: L, L, L, L or D, U, D or L, R, U, S, S, L, S
Timing: None. In fact, one of the editors on staff used to defeat the Dragon with his back turned to the screen just using the various blips to input the correct sequel...and believe us, there was no cooler way to get the girls all hot and bothered than that.



Sequence: U, U, L
Timing: The second move requires that the jagged doors be open (3 chances), and the final move must be input when the geyser is level with the lava (3 chances).



Sequence: S, S, L, S, S
Timing: The first 3 sword presses (moves 1, 2, and 4) must be input when a weapon moves in for the kill. The anvil (move 3) must be input when it lifts off the ground.

(REVERSE)
Sequence: S, S, R, S, S
Timing: The first 3 sword presses (moves 1, 2, and 4) must be input when a weapon moves in for the kill. The anvil (move 3) must be input when it lifts off the ground.



Sequence: L, R, L, R, L, R, L, R, L, R
Timing: None



Sequence: R, L, U, L, R, L, R, S
Timing: None
(REVERSE)
Sequence: L, R, U, R, L, R, L, S
Timing: None



Some Jerk 8



Kristian 7.2



Paul 5.8



Matt 5.7



Jay 5.3



Andy 5.2



Erik 4.8



Reiner 4.4

AM I HOT OR NOT?

Manufacturer: Some genius
Website: www.amihotornot.com
List Price: Most of your workday

Use your web browser to visit www.amihotornot.com if you want to see what ate up most of the staff's time this month. On this site you'll see a picture of a person (your choice of males, females, or both), get to rank them on a scale of 1 to 10, then view their overall score and see the next picture in a never-ending cycle of snapshots. This continual parade of humanity is more addictive than caffeine-laced nicotine, as the site's 7 million daily hits attest to.

After countless hours that could be better spent say...writing articles or playing games, we finally had to know. For two glorious days, the editors of Game Informer uglified up this site like never before. Early returns showed that all were scoring as expected in the hotness scale - tepid. Controversy quickly arose, however, when it was discovered that Kristian was calling friends to heat up his balloting. No one could stay angry for long, though, since it was just so darn cute to see a girl acting so vain.

When our pictures were made inactive two days later, we were happy to see that we ranked higher than expected, but somewhat dismayed at the plethora of unattractive dorks (even moreso than us!) that scored higher than our entire crew. Our tip for guys thinking of posting their pics is to put up your picture in black and white, with your face obscured, and/or with a cat somewhere in the frame. All of these tricks will automatically get you a score of 9 or better. Women will score this no matter what the picture looks like.

Game Informer - still the ugliest in the business after all these years.



NOMAD JUKEBOX

Manufacturer: Creative Labs • **Website:** www.nomadworld.com
List Price: \$499.99

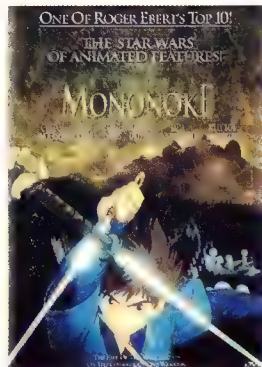
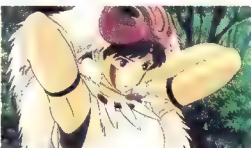
If you own a computer and are anything like us, Napster has become a way of life. It's all fine and dandy to have a huge library of songs on your mainframe, but doesn't it kind of suck to leave all that good stuff behind when you vacate your desktop? Say hello to the NOMAD Jukebox. The same size as a Discman, and weighing in at a mere 14 ounces, this powerhouse has a 6 GB capacity. That equates to a bit over 100 hours of music storage! The NOMAD Jukebox even comes equipped with two sets of rechargeable batteries and software that's compatible for both PC and Mac. This baby's a little pricey, but online retailers are getting pretty cutthroat right now and we were able to find it for \$100 under retail. If you've got the spare funds, this is well worth the money.

PRINCESS MONONOKE DVD

Manufacturer: Miramax/Disney • **Website:** www.princessmononoke.com
(great site, but all the text is French) • **List Price:** \$29.99

Princess Mononoke was the highest grossing Japanese-made film in Japan, and it eventually found its way into US theaters late in 1999. Disney garnered the US distribution rights, but due to the film's violent content, decided to release it under the Miramax banner. Despite the film having a PG-13 rating, many parents took their young children to see it anyway. It was a regular occurrence to hear children crying their eyes out and then see their parents hustle them out of the theater about ten minutes into the film.

Due to this mismarketing, it lasted a little over the blink of an eye in theaters. However, Princess Mononoke still managed to receive huge critical acclaim. So what took it so long to make it to DVD? In a rare move, Disney held it back to improve the quality and include the original Japanese audio track. The final result has been worth the wait. No matter if you like anime or not, we guarantee you'll enjoy Princess Mononoke. Just make sure to keep your underage siblings out of the room.



PANTHER DC

Manufacturer: Mad Catz • **Website:** www.madcatz.com • **List Price:** \$39.99

Mad Catz has a stick of similar proportions for PC, but it seems more at home with its Dreamcast refurbishment. Lightweight and sturdy, the Panther DC is the first large-size controller that's not a hassle to have sitting on your lap while playing. The box advertises that it will help you dominate first-person shooters such as Quake III Arena, and after giving it a test run we now believe there's truth in advertising. The analog control stick, 16 buttons, and needlessly glowing (but nonetheless cool) trackball make the Panther DC the best thing to have when you can't be bothered to use a keyboard and mouse.



This is your game.



This is your game on the blink.



ANY QUESTIONS?

Dust and dirt can damage your game system. The result? Poor picture quality, fuzzy sound and slow or "buggy" game play. Cleaning your system and games regularly will maintain high quality gaming and ensure a longer product life. Player's Edge cleaning kits will keep you and your system in the game.



Game maintenance products available from Player's Edge:

Cleaning Kits for: NINTENDO® 64 • SUPER NINTENDO® • NINTENDO® • SEGA™ GENESIS™
• GAME BOY® • GAME GEAR™ • MULTIMEDIA & GAME CDs

Available at **FuncoLand**


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**PLAYER'S
EDGE**

Leave your enemies
shaken **AND** stirred



COVERT MISSIONS

 Dreamcast™

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Activate stealth mode to sneak by your enemies or go turbo for superhuman strength and speed.



Battle through 28 intense missions in 7 mind-blowing environments.

All screen shots are from the Sega Dreamcast game console.



The terrorist group DREAD has stolen a deadly biological weapon and is planning to lay waste to the planet. But there's one major obstacle: super Agent Max Steel. Infused with nano-technology and armed with an arsenal of weapons, he's got superhuman strength, blazing speed and the power to go stealth. In other words, he's the one to call when the other agents don't want to get their tuxedos dirty.



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A MISSING PRINCESS...

BREATH OF FIRE IV

AN EPIC QUEST FOR PEACE.

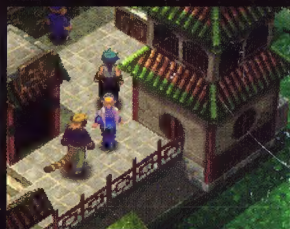
After centuries of war, the two lands bordering an impenetrable swampland have finally reached an armistice. Mysteriously, the noble princess Elena disappears somewhere near the war-ravaged front lines. Distraught, her sister Nina goes in search of the Princess alone and on her journey, meets a mysterious, young warrior named Ryu. Their destinies soon entwine. The next chapter in the epic tale of magic and mystery now unfolds. The fate of what lies ahead rests in your control.

"VISUALLY
BREATHTAKING!"

—Game Pro Magazine



Two epic intertwining storylines—Follow the fates of Ryu and Fou-Lu—a classic RPG adventure.



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Release the dragon within...more than 200 spells to learn and master.



Animated Violence



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